THE WORLD'S FIRST AND BEST GAMES MAGAZINE

computer and video games

6 NEW CONSOLES

Which one must you buy?

PLAY DRIVER 2 FIRST!

You can with our ace compo

BIGGEST ISSUE EVER!

132 PAGES OF GREAT GAMES

ISSUE 225

9 770261 369116 08

£2.50

THE NEW ZELDA!

LINK'S AMAZING ADVENTURE PLAYED HERE FIRST

PlayStation

INFOGRAMES

REFLECTIONS

Fly drive in San Francisco for only £19.99.

DRIVER
REFLECTIONS

KEEP OFF TRACK LANE

Get away for less.
Driver, the best selling, high speed, tyre squealing, street driving game is now available on Platinum for only £19.99.
Chase it.

www.driver-games.com

PlayStation® PLATINUM

Driver Platinum™ © 2000 GT Interactive Software Corp. All Rights Reserved. Created by Reflections Interactive Limited, a GT Interactive Software Corp. studio. Published & distributed by Infogrames, Inc. Reflections and the Reflections logo are trademarks of Reflections Interactive Limited. Infogrames and the Infogrames logo are trademarks Infogrames, Inc. "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.
All other trademarks are the property of their respective companies.

1 Nov 1981

225 August 2000

THE WORLD'S FIRST

Did you know CVG was the world's first games magazine, launched 18 years ago? That means we've been around longer than anyone else, played more games than anyone else and can spot a good, or bad, game from a mile away. It's also why only we can deliver the best information on every games format, every month. No-one else knows games like CVG.

computer and video
GAMES

EVERY MONTH WE PROMISE...

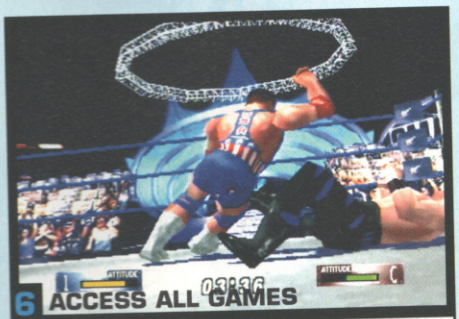
- You'll see the very best games on all formats, first
- Our knowledge of games is second to none
- Our screenshots are the best in the business
- We don't review half-finished games
- We love games, just like you do
- We're the ONLY magazine you need

Join us online at www.computerandvideogames.com

computer and video games
ISSUE 225 AUGUST 2000

UP THE FRONT

YOUR INSIDE LINE ON EVERYTHING NEW IN GAMES



6 ACCESS ALL GAMES

18 PS ONE

28 DRIVER 2

44 WWF ROYAL RUMBLE

ACCESS ALL GAMES

WWF No Mercy 6
Mutant Chronicles: Warzone Online, Sydney 2000 8
Chicken Run, Simsville 9
Daikatana on GBC, *F1 Manager, Crimson Skies, Legend Of Mana, Digimon World, Tribes 2, Outtrigger, Ducati, Resident Evil Zero* 10
Aerowings 2: Airstrike, Tokyo Highway Challenge 2, The Grid, Spider-Man, Spyro: Year Of The Dragon, Crash Bash, Eternal Darkness, Mickey's Speedway USA, 007 Racer 11

SCOOP!

CHOOSING NEXT-GEN CONSOLES 12
Six of 'em in 18 months - but which do you go for?
WAP'S THE FUTURE? 14
Online games and email on your mobile phone
DON'T BIN YOUR BUSTED CONSOLE 16
They can be fixed for less than you think
PS ONE - THE PORTABLE PLAYSTATION 18
Sony's surprise new cutdown console
WHY CVG WENT TO COURT 20
The world of games is never dull...

IN THE SHOPS SOON

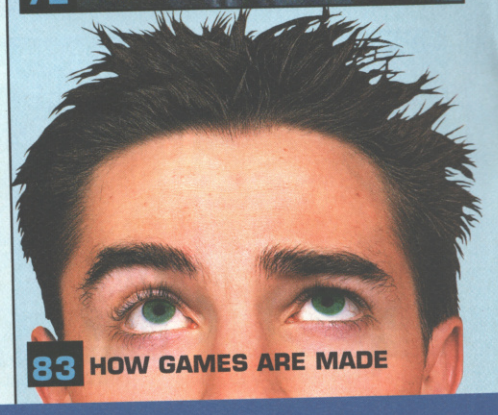
DRIVER 2 28
We've seen it playing and it's running on Five Star
TIMESPLITTERS 34
A real challenger to *Tournie* on PS2
VIB RIBBON 37
Off it's head on PlayStation
COMMANDOS 2 38
Nazi-bashing tour de force
ALONE IN THE DARK 4 40
Return of the series that kick-started survival horror
CHASE THE EXPRESS 42
Leather the terrorists before they nuke France
WWF ROYAL RUMBLE 44
Top coin-op hits DC
ECW ANARCHY RULZ 45
More than *Hardcore* on your PlayStation
FIFA SOCCER WORLD CHAMPIONSHIP 46
The best-selling footy series is now on PS2? Bring it on
THE WORLD IS NOT ENOUGH 48
Ah, Bond's latest played on all four formats
PARASITE EVE 2 50
Finally, the horror comes to the UK
FERRARI 360 / F355 54
Faster than poop off a shovel on PS2 and Dreamcast
HOMEWORLD: CATACLYSM 57
More ace space strategy action
MADDEN NFL 2001 58
The Fatman's back on form on PS2

MAXIMUM F

GET MORE FROM YOUR GAMING

68 ARMCHAIR OLYMPICS

72 PERFECT MASTERCLASS



83 HOW GAMES ARE MADE

EVERY MONTH

MAILBAG 89
NEXT MONTH 129

COVER STORY

LEGEND OF ZELDA: MAJORA'S MASK 22
One of the greatest games ever just got better

FUN

EASY MONEY 64
Your tips, our money - a winning combination

ARMCHAIR OLYMPICS 68
Forget Sydney - do your own games pentathalon

MASTERCLASS - PERFECT DARK 72
Be a Perfect Agent with our walkthrough

HOW GAMES ARE MADE 83
The *Driver 2* team show you

WHAT YOU NEED TO KNOW 86
Getting more out of games

SOMETHING FOR NOTHING

COVER GIFT
An entire new lease of life for your games collection. For free, because we love you

PLAY DRIVER 2 FIRST! 28
The mutha of all compos: six lucky readers meet the development team and play the game months before its out. And nab a signed copy of *Driver 2*. And ten runners up get copies of *Driver 1*. Phew!

WIN THIS LOT NOW! 60
So many goodies, so many chances to win them!

HIDDEN & DANGEROUS ON DC 92
20 copies of this awesome up and at 'em to win

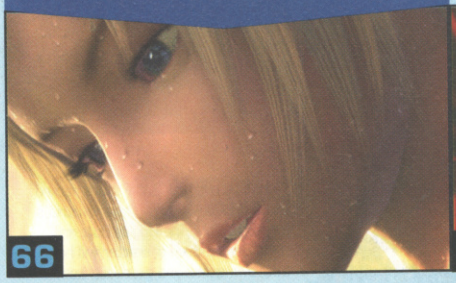
DIABLO 2 96
Five of you go straight to hack 'n' slash heaven

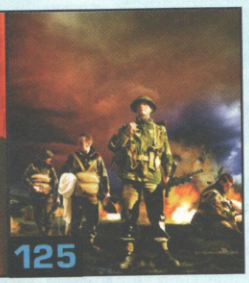
NIGHTMARE CREATURES 2 100
Five copies to blag for your PlayStation

ICEWIND DALE 115
And five copies of this top PC RPG too

VAMPIRE: THE MASQUERADE - REDEMPTION ... 116
Two collector's and three regular copies up for grabs

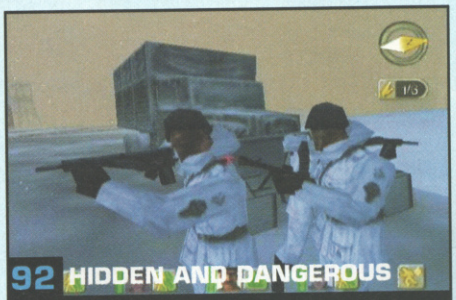
FREE POSTERS





REVIEWS

THE ONLY TESTS TO TRUST



HIDDEN & DANGEROUS 92
One of the toughest and best DC games yet

DIABLO 2 96
The long wait's over - let the slaughter begin

NIGHTMARE CREATURES 2 100
Axe-slicing mayhem on PlayStation

GTA2 104
Dreamcast gets in on the crime spree

NHL 2K 104
Start pucking around

DARK REIGN 2 105
Sci-fi RTS that's slick and sleek

EXCITEBIKE 64 106
No! Too much fun!

GAUNTLET LEGENDS 108
Revamp of an arcade classic. Does it cut it on DC?

DRAGON VALOUR 108
Remember *Golden Axe*...?

FRONT MISSION 3 109
Turn-based slugfest for PlayStation

STAR TREK CONQUEST ONLINE 109
More turn-based action, but this time for Trekkies

NBA IN THE ZONE 2000 109
Challenging basketball sim for N64

WIP3OUT SPECIAL EDITION 110
Good looks and blinding action

SILVER 112
DC goes for gold with its second RPG

MOHO 113
Original robot madness

SPACE CHANNEL 5 114
Save the world with your natural rhythm

ICEWIND DALE 115
Tasty tactical dungeon-crawler

DESTRUCTION DERBY RAW 115
More car-wreckin' fun

VAMPIRE: THE MASQUERADE 116
Stylish blood-sucking epic on PC

HANDHELDS 120
The best new food for your colour Game Boy

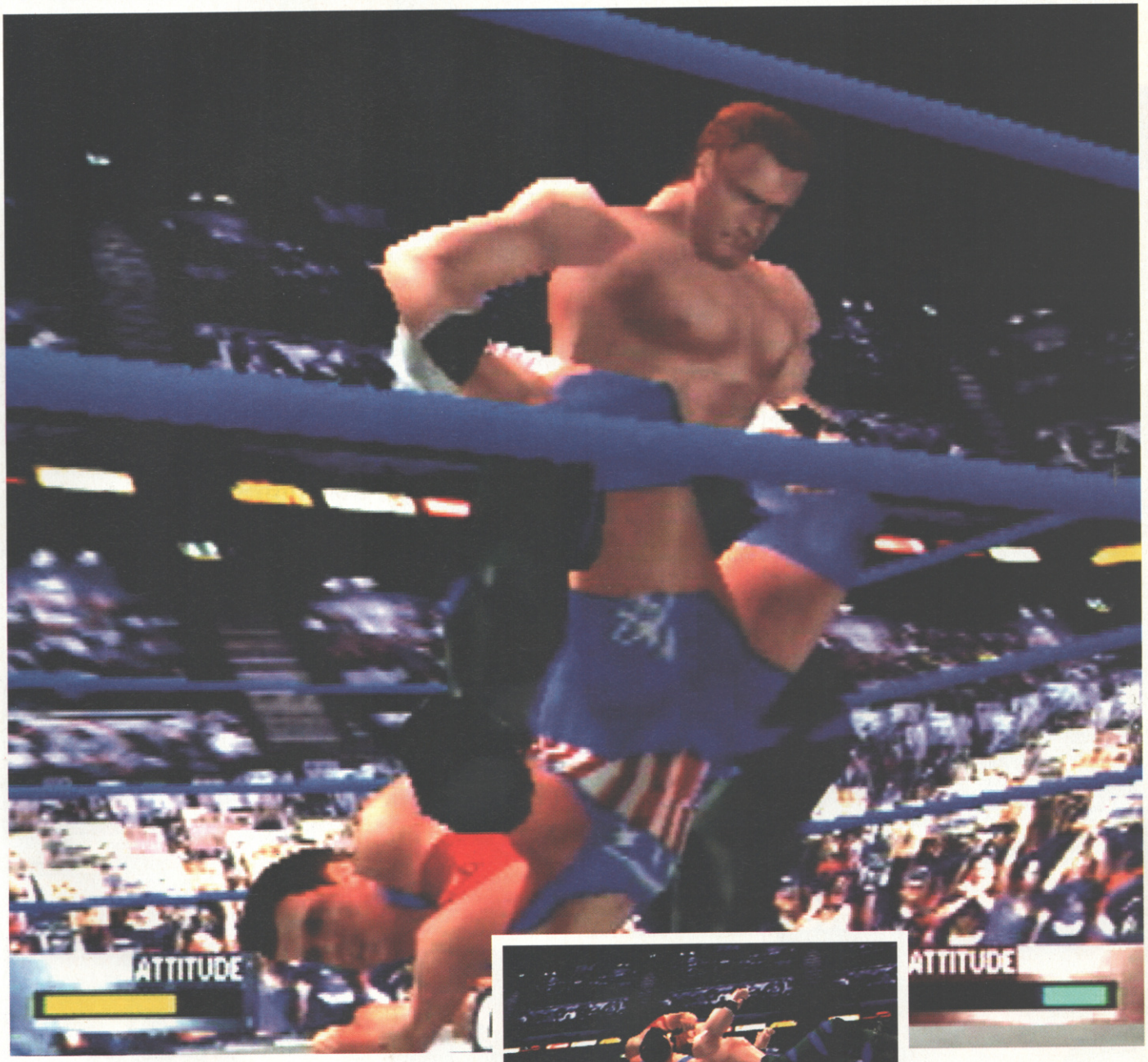
GROUND CONTROL 124
Command armies in lush 3D

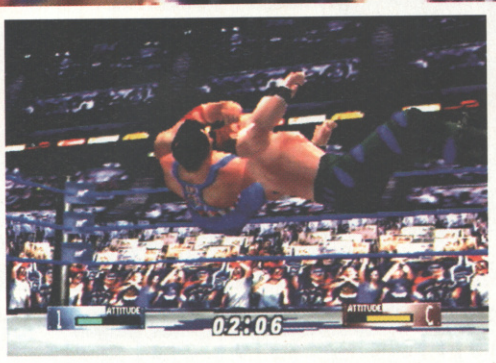
DRAGON'S BLOOD 124
But will you get to see any?

SAMBA DE AMIGO 126
Rhythm-tastic maracas mania has swept the office!

ACCESS ALL GAMES

A WHOLE MONTH'S NEW GAMES IN ONE PLACE





WWF NO MERCY

OUT **2000** PLATFORM **N64**

Believe or not, not everybody 'gets' wrestling. For every gamer who rushed out and bought the magnificent *Smackdown* on PlayStation, there's another shrugging his shoulders, thinking it's all rigged, wondering just who the heck those hairy-backed Marys think they're trying to kid. N64 owners feeling the same apathy towards this bizarre sport should prepare themselves to be converted. *No Mercy* boasts one of the strongest line-ups of in-game features, whistles and bells we've ever seen. Yep, it's time to dust off the spandex and baby oil jokes once more – *WWF No Mercy* is sure to blow you away

There'll be over 80 WWF stars packed into the game, including new favourites like Kurt Angle, The Dudley Boyz and Chris Benoit. Each character will have their own quirks and gimmicks worked into the game too. New, wrestler-specific weapons will also join those that can be grabbed from the crowd

Perhaps the sexiest new feature is the Guest Ref mode. Rather than wrestle with your chosen WWF god, you can chose to ref a match between other wrestlers. In this mode you can be as fair or as vicious as you like as you count off falls and govern submissions. You can even join in the fighting as the ref!

There's a whole heap of fighting modes and belt challenges, along with a fully reworked Career game where other wrestlers will hassle you backstage, building up different feuds and furthering your career. The game's even Transfer Pak compatible, but just how this'll work is still under wraps

ACCESS ALL GAMES

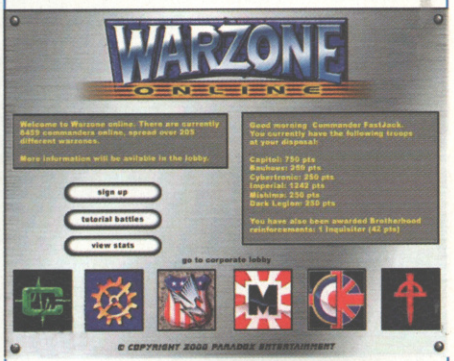
A WHOLE MONTH'S NEW GAMES IN ONE PLACE

MUTANT CHRONICALS: WARZONE ONLINE

OUT **TBC** *PLATFORM* **X-BOX, PC**

Official announcements of X-Box games are starting to surface. Developed in conjunction with the PC version, *Warzone* is an online RTS that pits your band of futuristic soldiers against the menace of the scary Dark Legion

Six types of mobile forces are promised totalling 300 different soldiers to choose from. You're allocated a number of credits before each battle and different units use up different amounts



This is the Net lobby area. Emphasis is on online play and potential leaders have to log on to a dedicated *Warzone* server. Once there, you can chat with other members of the *Warzone* community and trade troop units. When you're ready for battle you simply choose a warzone and select your forces

SYDNEY 2000

OUT **END OF AUGUST** *PLATFORM* **ALL FORMATS**

Last month we had a bash at six of the twelve events in Eidos' forthcoming athletics bonanza, and this month we've played the rest. The Dreamcast version looks a whole lot saucier than PlayStation's but both versions have a strange "bare" look. They both play great though

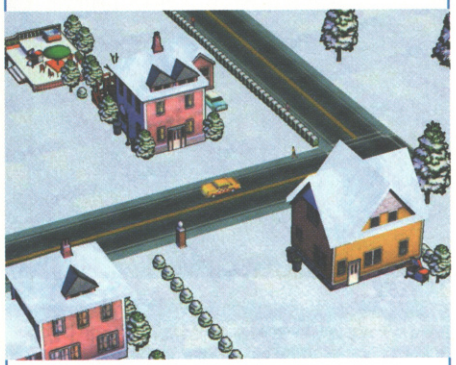
Like before, some events are button-mashers (cycling, hurdles), while others need a bit more thought (kayak, freestyle swimming). The 12 events are: cycling, diving, swimming, hammer, high jump, hurdles, javelin, kayak, skeet shooting, sprint, triple jump and weightlifting

SIMSVILLE

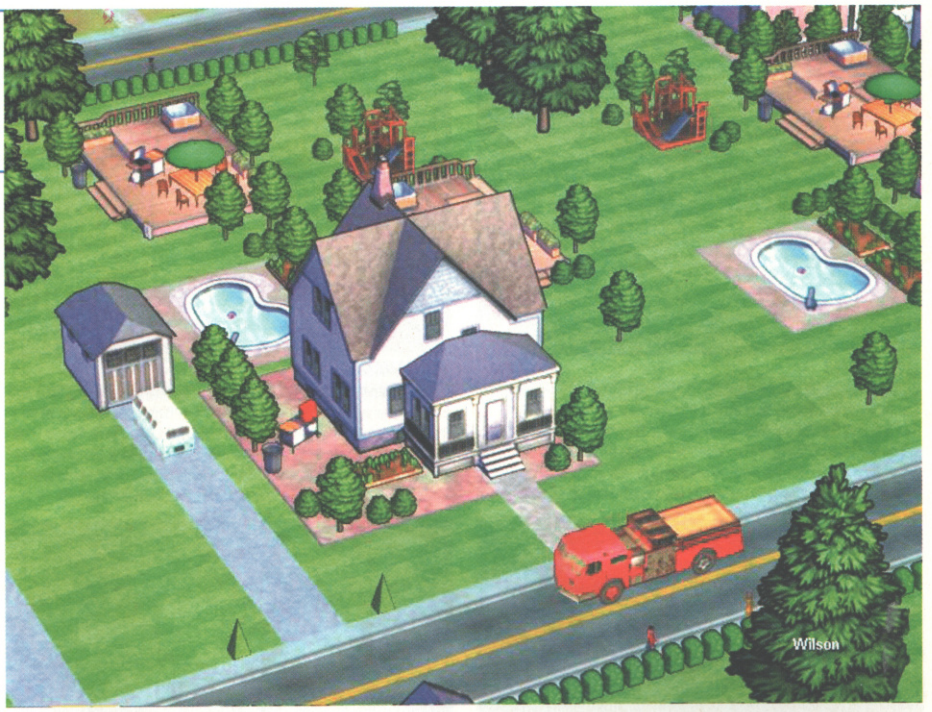
OUT **2001** *PLATFORM* **PC**

One of the PC stars of E3, *Simsville*'s tagline tells you all you need to know: "Every town has a story... What's yours?" You create and successfully manage a whole town, then populate it with Sims of your own design. A dream for hardcore sim fans

Dynamic game graphics change with your decisions. A wealthy family may have a pool etc, but get them in trouble and they'll be in the poor house, literally – poor family, shabby home



The level of depth in *Simsville* looks astounding. As you try to do your best for the community as a whole, you'll see your decisions affect your Sims at a personal level. Heart-rending stuff. *Simsville* also has a lush, 3D style all it's own



Rocky and Ginger will be the main stars, but other Chicken Run characters, including those cool Cockney rats, will be in there too. Keeping your feathered fellows out of pies should lead to stealthy and high-speed action stages as well as lots of puzzles

CHICKEN RUN

OUT **CHRISTMAS** *PLATFORM* **ALL FORMATS**

Chickens are funny. You know this. Chicken Run the movie is even funnier, and soon you'll be clucking and chuckling in front of your console with *Chicken Run* the game. Help Ginger collect objects to make the chickens' machines of escape, before they're sent for the chop

ACCESS ALL GAMES

A WHOLE MONTH'S NEW GAMES IN ONE PLACE

DAIKATANA

OUT**SEPTEMBER** PLATFORM**GBC**

The most long-awaited (and delayed) game ever will hit Game Boy this autumn. Taking the N64 version as its inspiration, the portable action will feature hardcore shooting and RPG elements. Thirty weapons over 16 stages sounds pretty good. It's got to be better than the PC version, which came out too late to review. Luckily

F1 MANAGER

OUT**SEPTEMBER** PLATFORM**PC**

EA's F1 management sim lets you live the high-octane world of F1 from the safety of your PC. Officially licensed, the game oozes realism and you view your team's races via a superb 3D graphics engine. Features a clever ea-mail (ea - Electronic Arts, geddit?) system to keep you in the loop and has an intuitive interface

CRIMSON SKIES

OUT**TBC** PLATFORM**X-BOX**

The fantasy flight sim action of the recent PC version is to get a special X-Box edition. Based in an alternate reality, *Crimson Skies* features airborne piracy, blonde bombshells and flying aces in prop planes. The game's based on a fantasy board game and there's a movie on the way too

LEGEND OF MANA

OUT**TBC** PLATFORM**PLAYSTATION**

The next-gen update of SNES classic *Secret of Mana* has just been released in the States and is wowing our transatlantic cousins with gorgeous visuals and a massive quest. The *Zelda*-style real-time battles are gone though, replaced by an unusual isometric viewpoint switch for battles. Tasty stuff

DIGIMON WORLD

OUT**TBC** PLATFORM**PLAYSTATION**

PlayStation's weapon against the *Pokémon* onslaught, *Digimon World* lets you train, fight and puzzle-solve with your digital monsters. Thought bubbles let you know what your creatures want and gameplay is a mix of RPG adventure and Tamagotchi nurturing. Awaiting a UK publisher

TRIBES 2

OUT**AUTUMN** PLATFORM**PC**

Sierra is aiming for a much more immersive experience in multiplayer action with this sequel to the cult FPS original. The first game was criticised for its difficulty in setting up your own tribes, and the sequel promises to address this. There will, of course, be loads of innovative team play and a brand new graphics engine

OUTTRIGGER

OUT**EARLY 2001** PLATFORM**DREAMCAST**

Deathmatch on your Dreamcast, online. The anti-terrorist organisation known as Interforce is out to thwart the powers of anarchy with massive guns in beautifully drawn arenas. *Outtrigger* currently features split-screen multiplay, along with full-)screen online joy

DUCATI

OUT**NOVEMBER** PLATFORM**PLAYSTATION**

Race over 40 Ducati bikes from the vaults of motoring history in this motorbike racer that's brimming with authenticity. Show off your skills in two-player or enter the massive Ducati Life single-player campaign. There'll be bike museums and the Ducati history alongside a solid, serious racer

RESIDENT EVIL ZERO

OUT**TBC** PLATFORM**N64**

This N64-exclusive title is a prequel to the unstoppable game series, and is set just one day before the events of the first *Resident Evil*. Rebecca Chambers and Billy Coen are the heroes this time and can be switched between at will. Teamwork and protecting the other character will feature large in the gameplay

AEROWINGS 2: AIRSTRIKE

OUT**END AUGUST** PLATFORM**DREAMCAST**

The lack of combat in the original *Aerowings* was a disappointment to dogfight fans. The good news is that there's lots of it in the sequel, along with a very tasty two-player mode. The graphics have been sharpened up and will make you go "Whoo!" as you fly around the stages

TOKYO HIGHWAY CHALLENGE 2

OUT**SEPTEMBER** PLATFORM**DREAMCAST**

The first *Highway Challenge* looked the business but was limited fun due to a short and uninspiring course. Happily, this sequel features a much bigger track. Now you can race over 180km of tarmac, compared to the meagre 30km of the first game. Maybe not an *MSR* beater, but still exciting

THE GRID

OUT**CHRISTMAS** PLATFORM**ARCADE**

The Running Man meets Gladiators in this cracking new arcade title from the creators of *Mortal Kombat*. Six players on six linked machines take part in a gruesome gameshow where anything goes. Loads of weapons, special moves and fisticuffs feature. Hotly tipped for home console conversions

SPIDER-MAN

OUT**SEPTEMBER** PLATFORM**GBC**

Spidey will appear on Game Boy Color this Autumn with an awesome array of special moves to help trounce all your favourite Marvel villains. The platform action is fast-paced and Spidey's web swing is faithfully reproduced on the small screen. The game packs a mean challenge, too

SPYRO: YEAR OF THE DRAGON

OUT**WINTER** PLATFORM**PLAYSTATION**

More flame-burping antics with the li'l dragon and his buddies. For the third game in the series we're promised more diverse action stages and a wealth of mini-games, including skateboarding and shooting. You'll control Spyro's friends in this quest and each one has different skills to master

CRASH BASH

OUT**WINTER** PLATFORM**PLAYSTATION**

Four-player action party games seem to be the next step for all the major videogames characters and Crash is jumping onto the bandwagon with *Crash Bash*. Multiplayer is what it's all about, with stages being a mixture of *Bomberman*, *Poy Poy* and *Mario Party*. Perfect stuff for the holiday season, maybe

ETERNAL DARKNESS

OUT**TBC** PLATFORM**N64**

Thirteen playable characters and a time span of 2000 years makes this horror adventure one to watch. It's so nasty that the game features an insanity meter that you have to keep an eye on, otherwise bad things start to happen to your character. An unusual title for N64 and mature gamers will lap it up

MICKEY'S SPEEDWAY USA

OUT**NOVEMBER** PLATFORM**N64**

All the A-list Disney superstars appear in this cartoon racer. Four players can go head-to-head or you can choose to go solo and race in the five Grand Prix worlds available. *Speedway* is being developed by Rare so you can expect the game to rival the mighty *Diddy Kong Racing* for playability

007 RACER

OUT**AUTUMN** PLATFORM**PLAYSTATION**

Hardcore racing with helicopters blasting at you, soldiers sniping your ass and lots and lots of lovely explosions. Relive the best car chase scenes of all the Bond movies and drive the cars we all know and love. There are the standard multiplayer modes and an exciting story mode featuring famous Bond villains

WHICH NEXT-GEN CONSOLE

SIX NEXT-GEN CONSOLES DEMANDING YOUR CASH IN THE NEXT 18 MONTHS. ONE CVG INSTANT

TOWARDS THE end of this year and into early next, you're going to have to make some pretty important decisions. Sod careers choices or which school should you go to, we're talking about which of the next generation consoles should you invest your precious wonga in. We're talking about six machines to be unleashed in the UK in the next 18 months. Next-gen console war is breaking out, but which is gonna be best value for money? Here's a run-down to help you decide when to stop saving and splurge on your dream machine.

PLAYSTATION 2

- **Processing Power: 128-Bit, 300Mhz**
- **Polygon Count: 20m/sec**
- **Price: £299 TBC**

Despite the lack of killer games at launch in Japan, the machine has still almost outsold the Dreamcast after only a couple of months. Early signs are that the PlayStation hype will ensure huge success in America and Europe. The launch line-up for the UK isn't mindblowing (*Wipeout*, again, *F1*, again etc etc) but we all know *Metal Gear 2* is on the way to conquer the gaming world, again.

■ PRICE – £299 when the machine launches on October 29th. Don't expect the price to drop until next Easter at the earliest.

■ UPPERS – DVD movie player, stupidly powerful games machine: the only thing this lacks is a coffee maker. A lot of promising games are in development for it.

■ DOWNERS – Developers supposedly hate it so you may have to wait a long time for the really meaty games to appear, and piracy and chipping have already started.

■ POTENTIAL – Once the mighty Sony marketing machine starts rolling, there's no doubt the PlayStation 2 invasion will succeed. Sony will remain a major player in the games market, whatever rival consoles do.

DREAMCAST

- **Processing Power: 128/64-Bit hybrid, 200Mhz**
- **Polygon Count: 3m/sec**
- **Price: £100-£199**

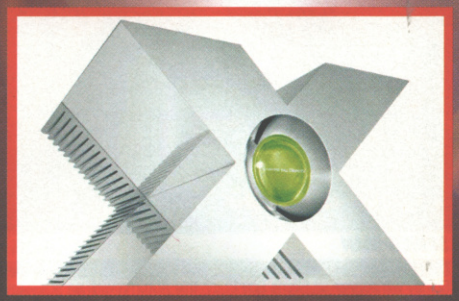
If the Dreamcast was a child it should've been snatched by the social services for the treatment it has received from Sega. A successful launch has been followed by constant delays on the online side of things and a serious lack of killer software. The great games are now starting to dribble in (check out our *Hidden & Dangerous* review on p92). But, though Sega may not admit it, sales have been disappointing for so long that the DC is in danger of getting lost in the hype surrounding PlayStation 2.

■ PRICE – Just dropped from £199 to £149 (or £100 in some shops)

■ UPPERS – Great games, if Sega ever get around to releasing them (where's *Quake 3* boys?). Online gaming has kicked off at last – though *Chu-Chu Rocket* isn't exactly a dream start.

■ DOWNERS – Despite the games we know are happening, Sega are having a tough time convincing the bulk of players that they can tackle the launch of PS2.

■ POTENTIAL – Cheap but not very cheerful future for the Dreamcast. Were those bells everyone heard tolling for Sega actually the start of Round 2 for DC in the console slug-fest?



X-BOX

- **Processing Power: 128-Bit, 600Mhz**
- **Polygon Count: Up to 300m/sec**
- **Price: Under £200 TBC**

Microsoft is the biggest and richest company on the planet. If they decide to enter a market, they play to win. The hardware is awesomely powerful and a lot of people are getting behind Microsoft in preparation for the launch. Bill Gates already rules the PC software world and wants the console industry next. Even the mighty Sony may struggle to stop X-Box becoming the dominant format.

■ PRICE – No clues yet, but Microsoft are rumoured to be prepared to lose money on the hardware (a lot of console-makers do), so sub £200 is possible when it launches in 16 months.

■ UPPERS – Developers love the machine and find it easy to produce amazing things on. All the big names are already on board.

■ DOWNERS – Microsoft are newcomers to the console market and players may be suspicious of a 'PC in a console box' machine.

■ POTENTIAL – With the online and digital television angles, as well as the expansion potential (you may never have to buy another console), Microsoft could well now have the machine of the future in their hands.

SHOULD I BUY?

GUIDE TO HELP YOU CHOOSE WORDS**LES ELLIS** PICS**VARIOUS**

GAME BOY ADVANCE

- **Processing Power: 32-Bit, RISC CPU**
- **Polygon Count: Unknown**
- **Price: £90-£125**

The new Nintendo handheld is delayed – not because it's not finished, but (allegedly) because you lot can't get enough of Game Boy Color – which means Nintendo are still selling tons of those. The new Advance handheld is said to be as powerful as your bog-standard PlayStation, so you can imagine the kind of games you'll be playing on it. A 3D *Pokémon* outing is already on the cards.

■ PRICE – Nintendo have already said it will be on sale for between £90 and £125.

■ UPPERS – Backwardly compatible with Game Boy Color games, so a huge library is waiting for it. And when was the last time you remember Nintendo releasing a naff handheld?

■ DOWNERS – Only the fact that we've had to wait so long for it, so stop buying Game Boy Colors will ya.

■ POTENTIAL – Nintendo's one-in-the-hand supremacy will remain when this baby launches in December in Japan. Europe gets it next year.

DOLPHIN

- **Processing Power: TBC**
- **Polygon Count: 20m/sec (rumoured)**
- **Price: £199 TBC**

Sony are going to have to watch their backs when Nintendo finally release the Dolphin next year. All the big guns are being rolled out, in the shape of new *Mario* games, new epics from Rare and a lot of third-party support. The Dolphin is an awesomely powerful machine (it allegedly makes PlayStation 2 look obsolete) and the mighty *Mario* creator Shigeru Miyamoto is claiming the stuff he is working on will change the way we look at games forever. Nintendo want a fight.

■ PRICE – Nintendo say it will be priced competitively, and we reckon that as Sony will be around the £199 mark by then, Nintendo will match it.

■ UPPERS – Triple A games and a powerful machine. Remember how much of an impact *Mario 64* had on launch? Imagine that, but bigger and better.

■ DOWNERS – Nintendo have a lot of ground to catch up and their hardware always seems to be delayed.

■ POTENTIAL – If Nintendo can get enough games out there when this launches, Dolphin could very well rock Sony's world.

PS ONE

- **Processing Power: 32-Bit, 33.87 Mhz**
- **Polygon Count: 360K/sec**
- **Price: £90 TBC**

Although there aren't many confirmed details of this yet, Sony aim to keep the original PlayStation alive in the form of a new mini-machine which could replace the Discman as the ultimate electronic fashion item. The new smaller design is aimed at a new generation of PlayStation players, with a ridiculously low price point to make it cheaper than most Discmans.

■ PRICE – Around £90 we reckon.

■ UPPERS – A huge back catalogue of games and new ones even after PS2 arrives, plus Sony will be releasing some exciting add-ons, including a screen and a mobile phone adaptor for online capability (see our story on page 18).

■ DOWNERS – May be seen as a bit old-fashioned and could have been the ultimate handheld entertainment if only it had come with a screen as standard at the same price.

■ POTENTIAL - Will serve as a further thorn in the side for Sega as Sony tries to sew up both ends of the console market. PlayStation could become even more of a fashion item.

CVG RECKONS

It's gonna be a tough choice but it's great to have so many options. If you've got loads of lolly then gaming threatens to take over your entire life. But most of us don't, and what you buy in the next 18 months will be determined by how soon you can get your hands on the readies, how patient you are and if on-sale dates are pushed back. If you can't wait for UK releases, you could splash out on an import – but be prepared for serious wallet damage. There'll be great games for all formats, but can you really wait a year or more for Dolphin when you could be in gaming heaven with PS2 in October or GBA next Spring? One thing's for sure – these consoles will be a damn sight cheaper than buying a decent new PC.

PLANET CVG

■ **NEO GEO It's the end of an era. Neo Geo, the company behind the Neo Geo Pocket Colour handheld, are pulling out of Europe and America due to lack of sales. NGPC games will now only be available as imports from Japan.**

■ DREAMCAST Top multiplayer first-person shooter *Unreal Tournament* is now on its way to Dreamcast as well as PS2. While details are scarce, it looks like it will be playable over the Net. Deathmatch city here we come.

■ **DREAMCAST More good news. Action role-player *System Shock 2* is also undergoing the operation to be converted to a DC game. It will also offer online gaming. Wow.**

■ PlayStation 2 This has to be the worst kept secret in the industry. First-person shooter *Half-Life*, soon to be released on Dreamcast, is also set to be converted to PlayStation 2. No news yet on whether the online deathmatch will be included.

■ **N64 Following Sony's PS One announcement, Nintendo have joined the party by revealing a new *Pokémon*-styled N64, with Pikachu sat on one side and the cart slot moved to the left. Worth it?**

■ DREAMCAST Sega are claiming that by Christmas this year they will have up to 200 titles for DC. Some may even be original ones...Miaow!

■ **PLAYSTATION The end is definitely not nigh for the five year-old PlayStation. Sony now say that 150 new games will hit the shelves by the end of this year – with a lot more to follow in 2001.**

WHERE ARE THEY NOW?

The games that time forgot...

■ ***DUKE NUKEM FOREVER* (PC) – Last promised for an end of year release, it was a no-show at E3. Not promising.**

■ ***PRINCE NASEEM BOXING* (PS/PC) – Hoped to show you this in January. Codies currently talking about a winter release.**

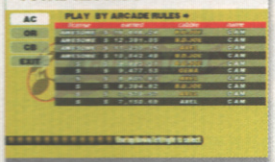
■ ***BEATMANIA* (PS1) – Reviewed months ago, Konami's top rhythm-action title still hadn't hit the shelves in Europe in June. But suddenly a boxed copy plopped onto Paul's desk. Hurrah!**

■ ***METROPOLIS STREET RACER* (DC) – Originally slated for last October, then July, it's now looking at September. No official reason, though rumour has it they didn't want a mid-summer release cos no-one buys games when it's hot.**

■ ***DAIKATANA* (PC) – Hahaha...oops. What's this on my desk? Review code? No way! Oh, it's out today? Gee thanks. See our website for a review.**

ARE YOU THE MAN?

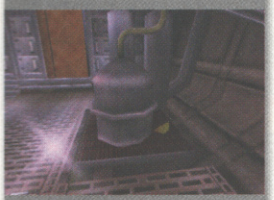
TOTAL RECORDS



CRAZY TAXI (DC)

We're hustlers at heart, you know. And when *Crazy Taxi* appeared in our offices we knew that we were going to be good at it. So we played until our eyes bled, acquired 'the knowledge' and got ourselves a mother of a score. Beat that, you trainees you!

TIP Practice makes perfect. Learn the locations of all the good fares and where they want to go. Work up a system where you pick up a new fare as soon as the last one is dropped off

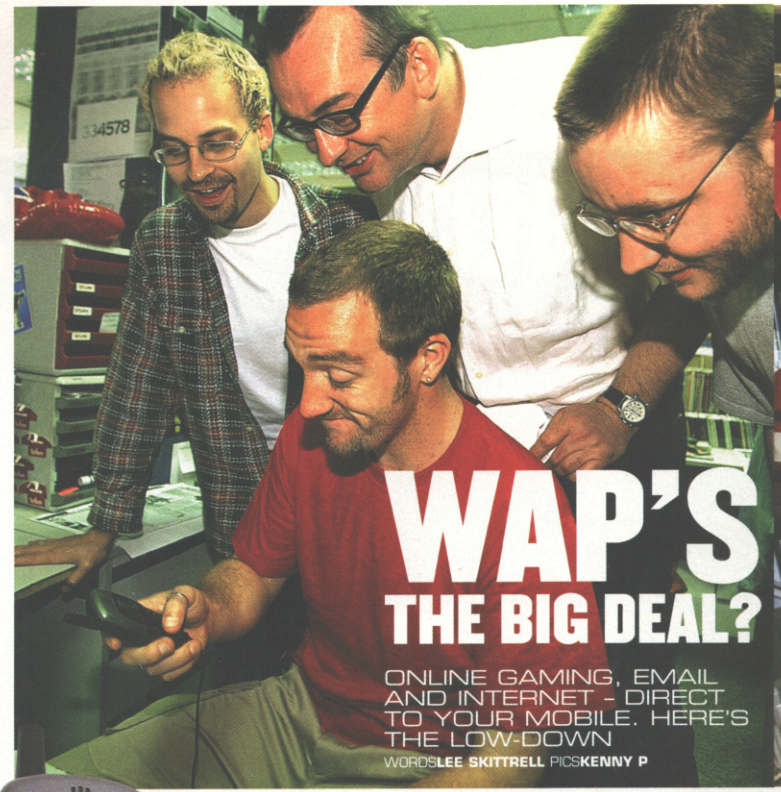


RIDDLE ME THIS...

Say cheese! We were all pleasantly surprised when the curdled cows' juice was featured all over one of our favourite games. Here's a picture of a piece of cheese that features in every level. What's the game dudes?

TIP Gamings latest and greatest female superhero is here

Answer: Believe it or not, search really carefully on every level in *Perfect Dark* and you'll find a slice of cheese hidden away. Unfortunately, there's no reward for finding 'em all.



WAP'S THE BIG DEAL?

ONLINE GAMING, EMAIL AND INTERNET – DIRECT TO YOUR MOBILE. HERE'S THE LOW-DOWN

WORDS **LEE SKITTRELL** PICS **KENNY P**

Here's all that WAP goodness up-close. You'll see the screen allows for more information to be displayed

LOVE 'EM

LOVE 'EM or hate 'em, mobile phones are everywhere. They've crossed the line into hip fashion accessory while constantly evolving new styles and wild functions. But there's a new challenger to the standard mobile phone's dominance. It's name is WAP and it could be the future of gaming on the move. Armed with a WAP phone you can send and receive emails, as well as browse the Net via specially designed, WAP-only sites. But where WAP gets really exciting is the prospect of handheld gaming on your phone, with all the online abilities to boot.

THE TECHIE BIT

WAP stands for Wireless Application Protocol and works like the HTTP (hyper text transfer protocol) bit at the start of a web-site address. The protocols are ways of encoding and decoding information so your PC or phone can read it. The different protocols are specifically designed to do different things and WAP is a more efficient system for the limited bandwidth of the internet mobile phone networks currently in place, as well as being easier for the relatively low-end phone CPUs to understand.

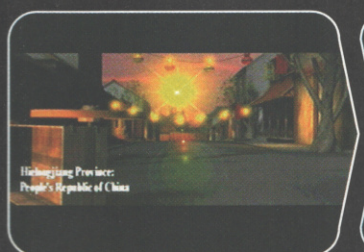
CAN YOU KICK IT?

Already making waves on the WAP scene is Picofun's *Pico Football* – the world's first multiplayer WAP-game. The game sees you choosing team members and entering leagues. Each league lasts for four weeks and your team takes to the pitch each evening. You should check your stats every day to tweak player stats as well as buying and selling players from a central stock. *Pico Football* has been designed with that spare ten minutes in mind – so you can regularly check your team's progress through the leagues. Check it out at http://wap.picofun.com, or download a WAP emulator at http://www.picofun.com and play via your PC.

THE FUTURE'S BRIGHT...

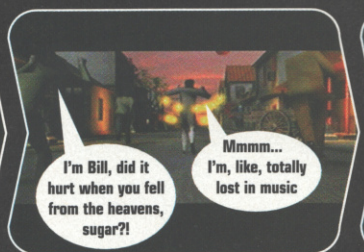
SYPHON FILTER 2

WHAT CVG RECKONS WAS REALLY GOING ON IN THAT EXPLOSIVE *SYPHON FILTER 2* OPENER...



Bill Clinton's tour of China coincided with Miss Ling's street party. But it wasn't exactly bangin'

And the extra security she'd organised wound up twiddling their thumbs

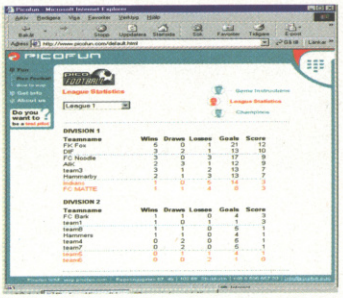


Undeterred, Ling starts to jive in the hope of attracting some hard-partying passers-by

Security start to perk up at the prospect of finally having someone to bust

Select your *Pico* footballers from the pool, but remember to check their ratings – you want to become number one, remember

Winning a *Pico Football* game is ace. Win the league and you'll be legendary among the *Pico* WAP community



You can check out the winning teams on your WAP phone, but there're also league tables on Picofun's website

WAP is big news for gamers and the videogame and telecommunications giants know it. Rumour and industry gossip has been flying around since E3 in May. Official lips are sealed, but here's a pick of the most delicious-sounding WAP rumours and revelations so far:

*Eidos linked with Nokia, stating that negotiations are at an advanced stage for one of Eidos' leading franchises to be adapted for WAP play by Nokia. *Lara* maybe? We'll have to wait and see.

*Electronic Arts and Codemasters are also allegedly both in the planning stages for their own mobile phone gaming networks. There've even been suggestions of a WAP version of Codemaster's mini-racer *Micro Machines*.

*This one IS official, though it's early days yet. Sega and Motorola have joined forces for the coming WAP war. The two companies are working together to create a WAP gaming network, with Sega providing most of the technology and the games and Motorola supplying the actual hardware (see right).

WE WIN!

With all this activity, it may look like a confusing WAP free-for-all, but the good news is gamers win regardless. The rush of industry Big Boys to develop the best WAP gaming service, and the sheer amount of competition, should make for huge technological leaps over a very short space of time. Picofun estimate that new waves of WAP phone will allow 3D graphics in as little as two years. Systems and games will get better as the various companies try to out-do each other and, in the end, it's us gamers who'll come up trumps.

HOW MUCH DOES IT COST?

WAP phone handsets are available from around £50 and creep upwards into BIG money. You'll also need to agree to a user tariff just like a regular mobile phone. You're able to access the internet regardless of which network you're with, but you're still bound by their tariff. And with charges as high as 30p per minute peak-rate on some networks, you could end up paying way over the odds for your WAP fun.

SHOP AROUND

Many companies are now setting up schemes like BT Cellnet's Genie Internet, which caters specifically for WAP users and offers a range of tariffs to match. It's best to work out how you'd be spending your phone time before even going into a shop. Think about how often you're likely to be using the phone, whether that time will be off-peak or not, and the length of calls you'll make. Will you spend more time gaming and surfing the Net than gossiping with mates? Visit an independent phone shop with these questions answered and they'll be able to help you find the best deal for your needs. And if you're unsure of anything then ASK! It's what the sales team is there for.

BUYER BEWARE

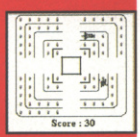
While the prospect of internet access on the move is incredibly appealing, a recent independent research study concluded the first wave of internet mobile phones was disappointing. According to Ovum's report, WAP owners found the process of accessing web-sites slow and, when they finally got where they wanted, their choices were limited and text-only. If you're considering a WAP purchase then bear in mind that your experience of the internet on your phone will be drastically different from the graphics, sounds and colour you're used to – at least for now.

WHAT THE FIRST WAVE OF GAMES WILL LOOK LIKE

Here are the first screens revealing the possible fruits of the Sega/Motorola deal. Considering the hardware won't be ready for a good few months, these pics are almost certainly early mock-ups. Take a gander anyway and get excited.

***Black Jack*: All the fun of Vegas**

***Sonic's Bomb Squad*: It's an action racer**



***Sonic Head-on*: Simple collect 'em-up**

CVG RECKONS

It's still in its infancy, but already WAP has got a lot of people excited. Weigh up the pros and cons if you're dead keen right now, otherwise it won't hurt you to wait – independent retailers we talked to reckoned it could be 18 months before prices come down to a level that'll appeal to the mainstream. Just don't get left behind when this thing really takes off.

PLANET CVG

■ PLAYSTATION 2 The video that Konami showed at E3 of *Metal Gear Solid 2* is in such demand that they're releasing it for sale on DVD in Japan. A European release hasn't been ruled out either.

■ **DREAMCAST Sega have announced the launch of a broadband network in Japan for the end of July. This means you'll be able to play games online a lot faster than using the modems at the moment. A European launch is pencilled in for later this year.**

■ PLAYSTATION 2 As expected, Sony have announced the launch of a hard drive and broadband add-on for the PlayStation 2. The hard drive will allow games to partially install, cutting down loading times, plus you can store save games and Net downloads as well.

■ **DREAMCAST Capcom are bringing another instalment of the *Resident Evil* series to the Dreamcast. This one will feature some kind of online game as well as the traditional one-player zombie frag fest.**

■ PLAYSTATION 2 Hardcore gamers will remember the old 8-bit classic *Spy Hunter* from yesteryear. Midway are working on an update for the PlayStation 2 to be released next year. You can start drooling now.

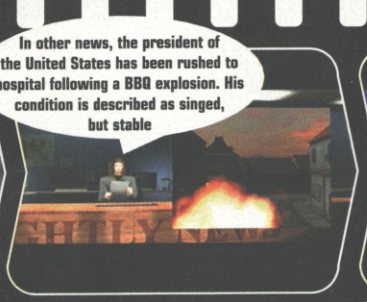
■ **DREAMCAST Sega will soon be announcing the Dreamcall system for DC. You'll be able to call international numbers for the price of a normal local call. We like that.**

■ NINTENDO have leaked the first hints that the seemingly never-ending *Pokémon* franchise will start to be wound down soon. They have a new scheme up their sleeves to take over from Pikachu and his Poké-chums. A card game on the Game Boy Advance could be their last outing.

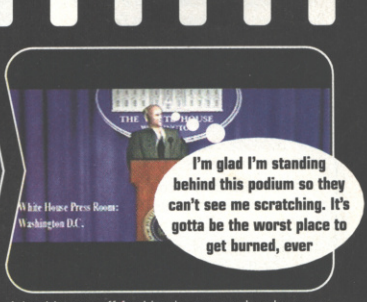
■ **PLAYSTATION 2 Activision have already got a version of *Tony Hawk's 3* for the PlayStation 2 up and running at their US offices – word is that this will not appear on any other machines.**

Miss Ling's plan seems to work as these innocent onlookers get caught in the groove

After a brief schmooze, Bill attempts to impress our lady with his BBQ skills but tragedy strikes



As Ling nips off to buy some Vanish, word soon spreads across the globe of the incident



A healthy pay-off for Ling is arranged and a press conference called for damage control

SCOOP!

THE PLAYERS' BEST FRIEND

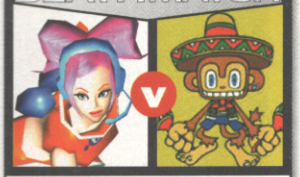
SPOT THE DAN

HE'S YOUR MAN FOR PRIZES

Spot where we've hidden a cut-out of Dan's pug-ugly mug and you could win a beautiful *Digimon Version 2*. State the page number on a postcard to our usual address marked Spot The Dan Competition. Just don't stare too closely at Dan's face or you'll go blind. Winners are announced in Win This Lot Now!

In Issue 224, Dan was on page 89

VIDEOGAME DEATHMATCH



THE CONTENDERS

Ulala v Samba

Name	Ulala	Samba
Weapons	Laser gun	Maraccas
Odds	3-1	Evens

THE FIGHT

Ulala makes her way to the ring followed by her dancing troops. The sight of notes flying through the air and the samba rhythms heralds the arrival of her rival. The ref calls for the bell, but what's Samba doing with those maracas...? Agh, that has *got* to hurt. Ulala's now walking funny but hits back as she busts her moves on the floor, a laser-beam head-shot making Samba's face look even stranger. Samba may be down but the sight of the crowd all swinging maracas in time to kicking choons like the Macarena is giving the sombrero-wearing monkey a second wind. Suddenly the hairy hispter pulls off some solid maraca shots that are too much for Ulala and that end of session double-handed hit puts her flat on her back. The count gets to ten and it's all over. Sega'a sci-fi dancing queen was no match for the Samba king.

THE WINNER

Samba

GAME OVER?

NOPE. IF YOUR FAVE CONSOLE IS BUST, IT COULD BE SAVED FOR MINIMAL COST

WORDS**PETER WALKER** PICS**KENNY P.**

ALL MACHINES

ALL MACHINES break down. Consoles are no exception. No matter how well they're made, anything electrical can fail. Sometimes it's the manufacturers' fault (that's what warranties are for), sometimes its wear and tear, sometimes it's plain bad luck, fits of temper or blatant stupidity. Ever rammed a controller just a bit too hard into the PlayStation port, dropped cat crap into an N64's cart port, accidentally kicked the Dreamcast disk drive or plugged your best mate's prized imported PS2 into the wrong power lead? It happens – and more often than you realise. But fear not. It doesn't have to mean the end of the line for your console. Your local repair specialist can sort you out – but at what cost? Our guide gives you the skinny on the commonest problems seen by repair shops and what it'll cost you to set it right.

EXTRA COSTS

If you're using your local repair shop, then it might be best to drop your console in yourself. But if they're too pricey or too far away, others offer return delivery by mail with insurance for as little as £5. Add that and the price of mailing it in the first place to the costs below.

PLAYSTATION 2 (IMPORT ONLY OUTSIDE JAPAN)

■ BLOWN UP – Not working at all after either plugging it in without a step-down or with the wrong step-down. The first cases were in UK repair shops within two days of the Japanese launch. Surprisingly, while failing to use a step-down sends 240V coursing through your PS2 and damages various components on the powerboard, using the wrong step-down can cost more to repair. Scarcity of spares ups costs too.
Cost £45-£65

■ DISC JAM – Accidental dents in the wrong place has already left a handful of players with discs jammed in the drives. PS2 must be stripped down to free the disc.
Cost £15-£20

PLAYSTATION 1

■ DRIVE RELATED FAILURES – Games skipping, jumping and eventually loading failure? Could be a problem with the laser unit coming out of line. Other headaches include broken disk platters (the black plastic ones seem to be more prone than the newer silver ones), diode problems or motor wear. Dean sorted his jumping problems himself by tweaking his laser (and eating less pies).
Cost: £35 for a complete overhaul (including replacement parts) or £25 for a specific repair.

■ FOOLISH ABUSE – Repair shops have reported problems relating to all sorts of substances being inserted or spilt into PlayStations – cola, coffee, aftershave, toilet cleaner and pet poo.
Cost: A lifetime of respect. £35 should see your console sorted though.

DREAMCAST

■ BLOWN UP – As with PS2, imported DCs aren't muppet-proof.
Cost: £35

■ DRIVE-RELATED PROBLEMS – Repair merchants are already reporting some of these. Some are simply making grinding and squeaking noises as the DC reads discs but other players have reported loading failures. Nothing like the numbers for the older PlayStation, or certain high-speed PC CD-ROMs.
Cost: £25-35

■ OVERHEATING – Reports of systems simply reseting after anything from half to three hours of play could be down to a "thermally related problem", reckon repairers. Remember, all consoles need ventilation. So don't pile stuff on it.
Cost: Nowt if you keep the dog and the Sunday papers well away

■ JOYPORT FAILURE – Every port stopped functioning or are one or two only working intermittently? Could be someone's been ramming the pad port too hard and damaged part of the main board.
Cost: £35-ish

N64

■ CARTRIDGE PORT FAILURES – Game won't load? Could be pins in the cart port have been bent due to cack-handed use. Despite the the protective flap, dust and dirt in the cart port is also a major cause of loading problems. Repair experts have found everything from staples and paperclips to kids' wax crayons. Dirty cartridges are also a real problem - grinding someone else's filth (from a borrowed or rented cart) into your N64 will cause "cross-contamination".
Cost: £25-£35 for specific repairs or overhaul.

■ MEMORY EXPANSION PACK FAILURES – Not very common and usually due to "general electronic failure."
Cost: Cheaper to score a replacement

GAME BOY/POCKET/COLOR

■ IMPACT DAMAGE – It's handheld, so it's that much more likely to be dropped and shattered. Cracked LCD screens are particularly common. Original GB and Pocket screens can be replaced relatively easily, but Color screens are harder to come by and cost £10-£15 more.
Costs: £25-£40

■ BUTTONS NOT RESPONDING – Hard, constant pounding for years can lead to poor or non-existent button response.
Cost: £10 to replace or recoat worn button contacts.

■ LOADING FAILURE – Your original GB only showing a black band down the screen? Could be dirt or a ruined cart port.
Cost: £10 – £25 Could be cleaned up at no extra cost if you're having your buttons sorted. More if you want to replace the cart port.

SHOP AROUND

Check your local games shop first but here's a couple of shops you could try...

■ Mega Mix (UK) in Tonbridge, Kent 01732 351 220
■ Ace Consoles in Soho, London 0207 439 1185
■ Another World, several stores in the Midlands and the North

CVG RECKONS

You could do some of these repairs yourself since parts are available on the Net, but we wouldn't recommend it unless you really know what you're doing. With console prices tumbling, in some cases it might only be a score cheaper than buying a new system, but shop around and repairing your old system could be way cheaper than replacing it. There's also a chance to make some cash – less clued-up players simply sell broken consoles (DCs go for as little as £25 and PlayStations for £10). Repair shops snap 'em up for spares. If you get there first (check Net auctions, local rags and talk to mates), you could have a perfectly good console for the cost of a few repairs. Imagine snapping up a blown-up PS2 for a pony and sorting it for £45?

computer and video GAMES

Angel House
338-346 Goswell Road
London EC1V 7QP

EDITOR:
Matthew Howell 0207 477 7372
ONLINE EDITOR:
Paul Davies 0207 972 6736
DEPUTY EDITOR:
Peter Walker 0207 972 6781
GAMES EDITOR:
Les Ellis 0207 972 6733
ONLINE NEWS EDITOR:
Pat Garratt 0207 972 6717
SENIOR WRITER:
Dean Scott 0207 972 6737
STAFF WRITER:
Lee Skittrell 0207 972 6739

ART EDITOR:
Nicole Chubb 0207 972 6795
DESIGNER:
Dan Payne 0207 972 6716

CONTRIBUTORS:
Maura Sutton, Steve OHagan, Steve Key (words) Alan Beck (sub) Kenny P (pictures) Michael Bowden and Enigma (illus)

The Masters
020 7880 7474
(open Mon-Fri 3:30 - 6:30pm)
The.Masters@ecm.emap.com

EDITORIAL FAX:
020 7972 6755
ADVERTISING TEL:
020 7880 7415 (mail order)
020 7880 7416 (software)
020 7880 7404 (consumer ads)
ADVERTISING FAX:
020 7880 7443

PUBLISHER:
Andy McVittie
CONSUMER AD DIRECTOR:
Karen Munro
BRAND MANAGER:
Gil Gonagnon
SOFTWARE ACCOUNT MANAGER:
Penny Humphrey
GROUP PRODUCTION MANAGER:
Emma Minford
ADVERTISING PRODUCTION:
Natasha George
TECHNICAL SUPPORT:
Paul Williams, Rob McBride

SUBSCRIPTION ENQUIRIES TEL:
01858 438 825 (9.30-5.30 Mon-Fri)
12 ISSUES UK: £18.00
AIRMAIL EUROPE: £33.00
AIRMAIL WORLD: £53.00
(includes postage and packing)

REPRO HOUSE:
AJD Colour, London
PRINTED IN THE UK BY:
Cooper Clegg, Tewkesbury
DISTRIBUTED BY:
Frontline

© COPYRIGHT Computer and Video Games 2000

ISBN NO: 0261-3697

Computer and Video Games recognises copyrights and trademarks. We've acknowledged copyright holders. If we haven't credited your copyright, we'll correct any oversight.

Computer and Video Games uses DOLBY SURROUND to really make Hidden & Dangerous go boom!

emap active

NEXT MONTH! Remember that guide to ATARI developments we promised you? Well, it's here! Plus, Flashback, issue, along with a whole pile of top game reviews. Been waiting for Lemmings 2: The Tribes, Flashback, Blue Stinger, Evil Dead: Hail to the King, Rainbow Six, Ready 2 Rumble Boxing: Round 2, Tomb Raider: The Last Revelation

CVG WORD SEARCH

HOW MANY CAN YOU SPOT?

Think you can spot a good game from a mile away? Then you need to pick up a pen and see how many of the hidden games related words you can find below. Words can be horizontal, vertical, diagonal or written right to left. There's no prize here but if you want, see if you can find them all within five minutes. Every time you spot a word that's in the list, mark it by drawing a ring all the way round it. There are 15 gaming words to find. Good luck.

WHAT YOU'RE LOOKING FOR...

SEGA
XBOX
JOANNA DARK
SUIKODEN
JOYPAD
PONG
PACMAN
SOLID SNAKE
YOSHIS STORY
ZELDA
THE MASTERS
ECCO
CVG
D PAD
SCOOP

Y	O	S	H	I	S	S	T	O	R	Y	A	
O	J	O	A	N	J	C	I	F	P	X	S	
S	T	O	E	C	C	O	V	O	B	S	R	
I	N	F	A	K	T	O	Y	G	O	O	E	
R	H	E	R	N	U	P	Z	P	U	L	T	
O	K	X	D	T	N	R	E	B	A	I	S	
N	O	T	B	O	Z	A	L	T	I	D	A	
A	N	P	T	X	K	E	D	O	T	S	M	
M	S	D	O	H	C	I	A	A	D	N	E	
C	P	B	F	N	V	S	U	P	R	A	H	
A	X	A	D	L	G	T	D	S	A	K	T	
P	D	P	A	D	Y	A	N	A	G	E	S	

PLAYSTATION GOES PORTABLE

SONY UNVEIL SUPRISE NEW CUTDOWN VERSION WORDS **LES ELLIS**

NOT CONTENT

NOT CONTENT with shifting a mind-boggling 73 million PlayStations all over the world, Sony have pulled one out of the hat and surprised everyone with a new portable version of the original PlayStation. Even more amazingly, sources suggest the new toy, called PS One, will be out in the UK before PlayStation 2 arrives in October.

PS ONE ONLINE

So what's going on? Gaming analysts believe Sony is hitting either end of the console market with a double punch. The new cutdown 32-Bit console is expected to retail at around £90, making it considerably cheaper than Dreamcast, but still more than an N64. But PS One doesn't just look cute – it boasts a bunch of new features that make it the most desirable fashion accessory of the year, including online capability.

MOBILE PHONE

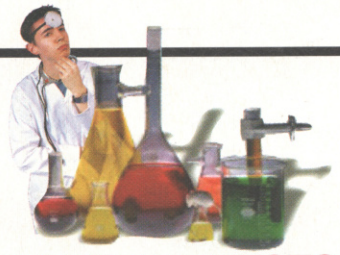
By the time you read this, PS One should be out in Japan, and this winter a special adapter cable will let the new mini-console (as well as the 128-Bit PS2) connect to a mobile phone. Through the mobile phone network, players will be able to download information, entertainment content and software as well as exchange data with others. Exactly what all that boils down to in real terms isn't yet clear, and the adapter has yet to be confirmed for UK release.

SPECIAL SCREEN

About a third the size of the original, PS One will boast an impressive 800-game back catalogue, with another 150 titles still under development. What's more, the portability isn't just a throwaway marketing line – a separate LCD display is also on the cards. No news on cost, but it means you can play *Metal Gear* in the back of a car powering off the ciggy lighter. But, before you get overcome with handheld excitement, there's no battery pack, so it ain't a true handheld. If one was released, you can bet the price of that plus the display would push the total cost into Dreamcast land and beyond. But if you'd already bought a PS One, wouldn't you be tempted?

CVG RECKONS

We love new toys, and toys that offer the online capabilities of the new PS1 will certainly affect the likes of WAP users. Imagine using your PS1 for email and web access. The price is right and it has a huge back catalogue of games to call on. We reckon this will become the next fashion accessory.



LEE'S LAB TESTS

GAMING ADD-ONS UNDER THE MICROSCOPE

Summer is in full swing and the air-con's knackered in our top-secret laboratory in Lee's garden shed. In the sweltering gloom of the lab, there are but two rays of hope for our Prof: strawberry daiquiris at lunch and the prospect of testing out the finest gaming peripherals available in the shops soon.

PRO SHOCK LITE

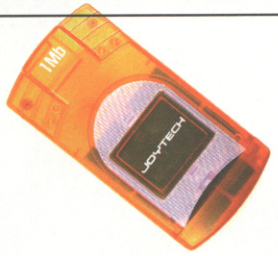
FOR: PLAYSTATION **£19.99**

This bijou version of the successful Pro Shock Arcade stick is a mini marvel. It rests just as happily on your lap as on a tabletop and features a strong vibration feature. Great for fighting games, fine for just about everything else. ★★★★

THREE LIONS JOYPAD/MEMORY CARD BUNDLE

FOR: PLAYSTATION **£19.99**

Euro 2000 may be over, but if you want a memento, try this. The pad looks and feels a bit cheap but does the job all right and the football-shaped memory card is cool. ★★★



1MB/4MB MEMORY CARD

FOR: DREAMCAST **£12.99/17.99**

Save Your game! Don't do much else! These cards aren't visual memory compatible so you won't be able to play with your Chaos or access VM-related in-game features. They're a lot cheaper than the official version though. ★★★

1 MEG VIBRA PAK

FOR: N64 **£8.99**

Lazy gamers rejoice! With this nifty unit there'll be no more awkward switching between rumble and memory packs during saves. Even better than that is the fact that it works its magic without the need for batteries. Grand. ★★★★★

MC2 RACING WHEEL

FOR: DREAMCAST **£44.99**

This wheel and pedal unit is a racer's treat. The pedals are responsive and solid and, just like the girl of your dreams, the wheel unit is moulded so it rests on your lap perfectly. Cool feedback and a dashboard light display. It's a hit. ★★★★★

PLANET CVG

■ DREAMCAST New arcade games on the way include *Soul Calibur 2* and *Ferrari F355 2*. Let's hope Sega don't hang around when it comes to Dreamcast ports for these.

■ **PC Now that *Quake 3* is out the way, id Software are going back to their roots for their next game. *Doom 3* is in development, but id are refusing to say anything other than that they reckon it will redefine the genre. Can't wait.**

■ PLAYSTATION 2 Rumours abound that the UK release of PlayStation 2 may be put back by a couple of weeks to ensure all goes smoothly for Sony's biggest roll out ever. They wouldn't comment but we'll let you know for sure when they do.

■ **TV Enough of TV shows being made into games. Let's do it the other way around. A game show is being produced for British TV based on *Unreal Tournament*. Players get scanned into arenas and get to deathmatch for prizes.**

■ PLAYSTATION 2 Ubisoft have announced that they are readying a game based on the Batman franchise for the PlayStation 2. They also have two other PS2 games in development but are keeping schtum about those for now.

■ **X-BOX Huge stomping Mechs battling with well over-the-top weapons. It'll look amazing – that's *Mech Warrior* for the X-Box folks.**

WIN £100

TO SPEND ON WHATEVER YOU WANT

1 What's the name of the character you play in *Driver 2*?
A Huggy Bear
B Tanner
C Luke Duke

2 What is an ocarina?
A Musical instrument
B Deadly disease
C A mythical god

3 What game is John Madden famous for?
A Basket ball
B American Football
C Ice Hockey

4 How old is the NES version of *Excitebike*?
A 6 years
B 12 years
C 16 years

5 How many WWF stars will appear in *WWF Royal Rumble* on DC?
A Less than 10
B 10-20
C More than 20

6 What sort of game is *The World Is Not Enough*?
A First-person shooter
B Second-person shooter
C Third-person shooter

7 Who probably won't like *Commandos 2*?
A The Germans
B Your mum
C General Les Ellis

8 What does WAP stand for?
A Wireless Application Protocol
B What A Phone!
C Wireless and Portable

9 Which of these three descriptions best describes Vectrex graphics?
A Black and white line graphics
B 3D polygon graphics
C 2D sprite graphics

10 Which game does this cool screenshot come from?
A *Diablo 2*
B *Perfect Dark*
C *Alone in The Dark*

LAST MONTH'S ANSWERS

Wanna know if you mastered the quiz in Issue 224? Fret no more, just check out the answers below. We'll tell you in the mag who's won the £100, so please don't ring the office. Ta.

1 B Multiplayer mode
2 A £49.99
3 A In space
4 B Prequel
5 A Blizzard
6 B The Olympics
7 B Pikachu
8 C Five
9 A £6.99
10 A *Code: Veronica*

The winner of Issue 223's quiz and £100 to blow on whatever he wants is...
William Jones, London

IT'S EASY TO ENTER

Post to us at: Win Some Money 225, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: 16th August 2000. So hurry up.

1 .....
2 .....
3 .....
4 .....
5 .....
6 .....
7 .....
8 .....
9 .....
10 .....

NAME: ..... AGE: .....

ADDRESS: .....

.....

.....

EMAIL ADDRESS: .....

EMAP Active Ltd may contact you about other offers, or pass your name address or e-mail to other reputable companies whose products and services may be of interest to you. Please tick this box if you do not wish to receive such offers ❑

NEXT MONTH! Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue. Alone with a whole pile of top game reviews. Been waiting for *Emperor 2*, *The Tribes Flashback*...

PLANET CVG

■ X-BOX Mass murdering gore 'em-up *Soldier of Fortune* is to get a sequel. *SOF2* is just about to go into development and Raven will be focussing on the X-Box version, with the PC version developed alongside. They may also abandon the *Q3* engine in favour of *Unreal Tournament*.

■ **DREAMCAST A new add-on is on the way that allows you to use any peripherals from the old Saturn on your shiny Dreamcast. Search the attic and see what you can find.**

■ PLAYSTATION 2 Eidos have announced ten games for the new Sony machine. Expect titles like *Project Eden, Tomb Raider, Hurdy Gurdy, TimeSplitters, Legacy of Kain 2, Legacy of Kain: Blood Omen* and *Commandos 2*.

■ **GAME BOY COLOR Red Storm have announced the very first real-time strategy game for the GBC. *Force 21* should bring a new form of *C&C*-style gameplay to the handheld.**

■ DREAMCAST Sega have at last given us a date when *Quake 3* will be launched on Dreamcast. Unfortunately it's as vague as them saying Q4, but they do say it will happen this year.

■ **MULTIFORMAT Take Two have snagged the rights to produce gaming versions of MTV's classic Celebrity Deathmatch for all home systems and next-gen consoles. Expect plenty of mirth and mayhem when this one hits the shelves.**

■ DREAMCAST It looks like the highly anticipated *Driver 2* won't be just on PlayStation. A recent Infogrames release schedule showed a DC version should be hitting at the start of 2001.

■ **DREAMCAST Sega are in the process of licensing out the Dreamcast chip technology, allowing other companies to use their chips in other bits and pieces. TVs or washing machines with built-in DCs maybe? No firm details yet but we'll keep you posted.**

CVG'S MOST WANTED

The games we can't wait to hit the shops in the UK...

- ***Tony Hawk's 2*** **(PS1)**
- ***Commandos 2*** **(PC)**
- ***Metal Gear 2*** **(PS2)**
- ***Quake 3 Arena*** **(DC)**
- ***Unreal Tournie*** **(PS2)**
- ***Final Fantasy IX*** **(PS1)**
- ***Driver 2*** **(PS1)**
- ***Madden NFL 2001*** **(PS2)**
- ***Shenmue*** **(DC)**
- ***Zelda: Majora's Mask*** **(N64)**

CVG TAKES THE STAND

COURT HEARS OUR EXPERT EVIDENCE IN ROBBERY PLOT TRIAL

WORDS**PETER WALKER** PICS**MATTHEW HOWELL**

A MAN A MAN has been jailed for four years after CVG's games expertise discredited his defence in one of the strangest videogame-related court cases ever. Officers from The Met's Flying Squad called in CVG to examine a note written by a man suspected of masterminding an armed robbery at a warehouse. The note was penned by a sales assistant at the warehouse who claimed it was a cheat for an arcade game called *City Samurai Part I*, but police believed it actually gave instructions on how to commit the robbery.

SEMI-AUTOMATIC HANDGUN

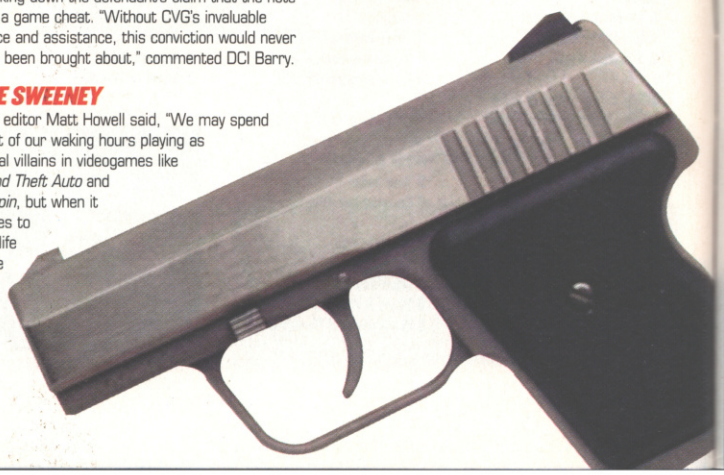
We examined the handwritten note and gave the Flying Squad a statement explaining why we did not believe it was a game cheat, and were then called into court for two days to be questioned by lawyers for the defence and prosecution. At the end of the trial, the jury found him guilty, and the judge sent him down for four years for conspiracy to rob. But the actual robber, who escape with £6,000 after terrifying staff with a semi-automatic handgun thought to be like the one pictured right, has never been caught.

UNUSUAL DEFENCE

After sentencing, Flying Squad Detective Chief Inspector Barry said it was the first time he'd ever come across such an unusual defence. He added that while other games experts were also called in, it was CVG's testimony that was instrumental in breaking down the defendant's claim that the note was a game cheat. "Without CVG's invaluable advice and assistance, this conviction would never have been brought about," commented DCI Barry.

THE SWEENEY

CVG editor Matt Howell said, "We may spend most of our waking hours playing as virtual villains in videogames like *Grand Theft Auto* and *Kingpin*, but when it comes to real-life we're always happy to help the police. CVG arguing the finer details of cheats and how games work before a jury in the extremely formal environment of a court room was all fairly surreal. You'd never find something like that in an episode of The Sweeney, but then sometimes fact is stranger than fiction."



WANT TO TAKE OVER 'FANTA' HOUSE?

Do you and six mates* want to watch the latest DVDs, with full-on cinema sound? Play Nintendo, pool or pinball to your heart's content? Get out-and-about in the garden or just chill-out? Eat your favourite snacks and drink 'Fanta' any time of day? Or record your own music in the sound studio? Do all this, and more, PLUS have a chauffeur driven limo at your disposal?

WANT IT? WIN IT

Your chance to win one of twenty-five 48-hour stays. Check promotional cans and bottles to see if you have won.

Fanta HOUSE

SHARE IT · LIVE IT

1. Closing date 31.12.2000. **2.** Promotion open to residents of GB and Isle of Man aged 16 years or over. **3.** Entrants aged under 18 years require parental consent. **4.** ***Two of the seven members of the group must be aged 18 years or over.** **5.** The parent/guardian of each winner or guest who is under 18 years will be sent a form of letter of consent which must be signed and returned to confirm the parent/guardian's agreement to the winner or guest staying at 'Fanta' House. **6.** Winners can choose one 48-hour stay between February and July 2001, subject to availability of chosen dates. **7.** The stay at 'Fanta' House is subject to 'Fanta' House Rules. **8.** 'Fanta' House is a property in GB. **9.** For full prize details and terms and conditions call the 'FANTA' HOUSE HOTLINE on 0800 200 200. **10. No Purchase Necessary** - for the same chance of winning you can enter direct by sending your name & address in BLOCK CAPITALS (with a parent/guardian signature if under 18 years) on a plain piece of paper to "NPN - 'Fanta' House, PO Box 415, AL4 0YW". Only one entry per stamped envelope. Winners will be sent a letter confirming their prize by post within 28 days. **11.** This promotion is available on special promotional 330ml cans of 'Fanta' and 'diet Fanta' and 500ml bottles of 'Fanta' only. Subject to availability.

Promoter: Coca-Cola Great Britain, Charter Place, Vine Street, Uxbridge, Middlesex, UB8 1ST. No promotional correspondence should be sent to this address.

'Fanta' is a registered trade mark of The Coca-Cola Company. 'diet Fanta' and 'Fanta House' are trade marks of The Coca-Cola Company.

NEXT MONTH! Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April

YOU'LL BE MOONSTRUCK BY LINK'S NEW ADVENTURE. LITERALLY

"IT'S A BRAND NEW WORLD, KIDS. AND IT'S GONNA SWALLOW YOU WHOLE."

WORDS AND SCREENSHOTS **LEE SKITTRELL**

LEGEND OF ZELDA: MAJORA'S MASK

OUT **CHRISTMAS** *PLATFORM* **N64**

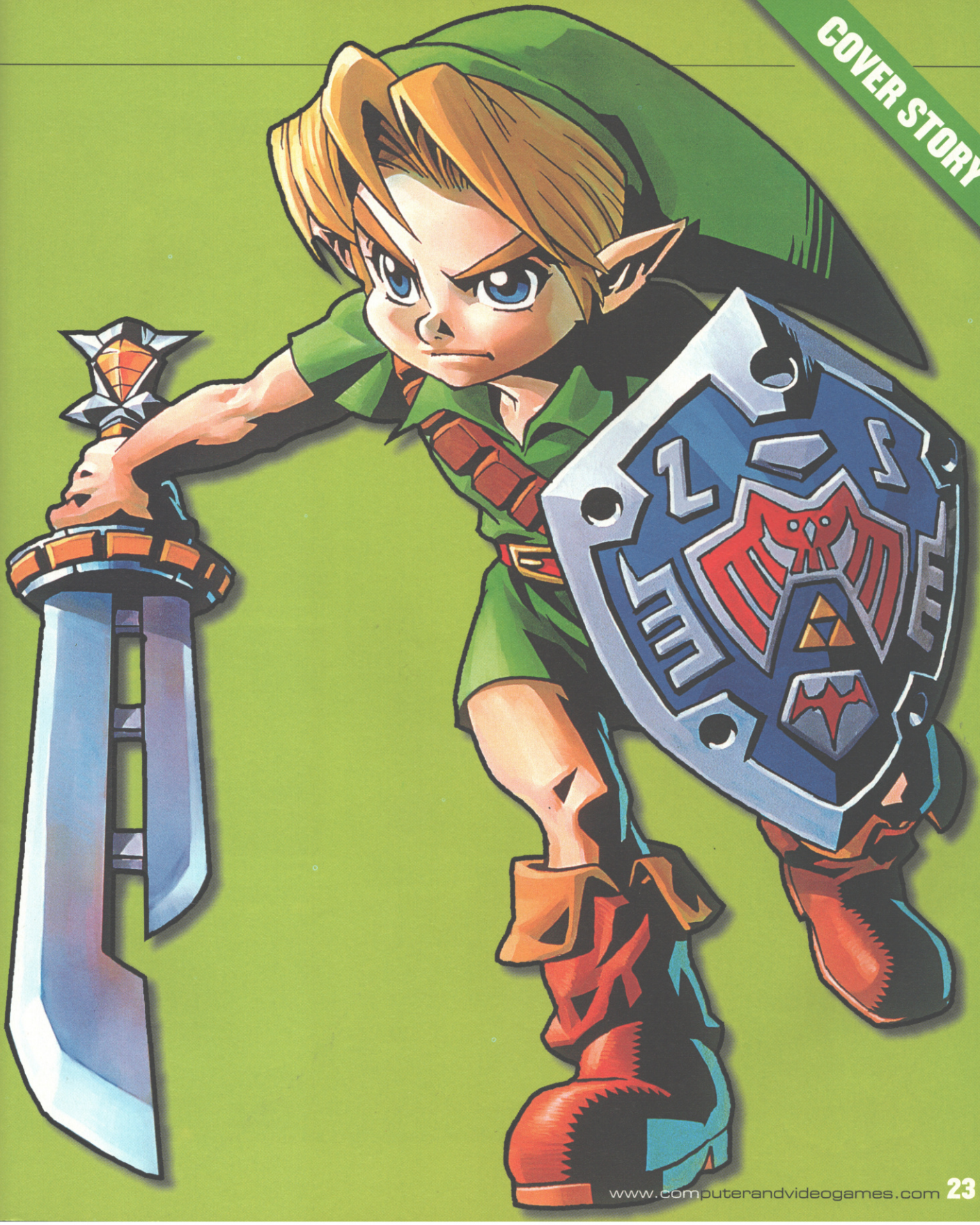
You know how these *Zelda* games work, right? You wake up, find your sword, go on a little prologue journey before kicking butt in a selection of main dungeons. And when you go right back to basics, in terms of story and structure at least, *Ocarina of Time* really wasn't that much of a leap from the very first *Zelda* on the NES. So it comes as the best kind of surprise to find that *Majora's Mask* not only improves on everything that went into *Ocarina*, but that it's also much more of a departure from what's gone before. It's a brand new world, kids. And it's gonna swallow you whole.

OVERWHELMING

Majora's Mask is a strange mix. It's undeniably *Zelda* and exceeds all your expectations, yet at the same time it's so different from previous games in the series that even *Zelda* veterans will be overwhelmed. While remaining distinctly *Zelda* in style, everything about the game reflects a more mature approach. The sprawling locations return but with immensely more detailed landscapes and paths to explore. There are loads more characters to interact with and go on mini-quests for. Some will be familiar but there are dozens of new faces to meet. The expansion pack enhanced visuals bring the game to life even more than before. It's like the masterpiece that was *Ocarina of Time* was just a dry run for *Majora's Mask*.

THE TWILIGHT ZONE

The plot of *Majora's Mask* is every bit as epic as *Ocarina*'s. After being robbed in the forest, Link gives chase to his masked assailant to recover his ocarina and rescue poor kidnapped Epona. After stumbling into a yawning chasm inside a tree stump, link meets up with the mysterious Stalkid, who transforms Link into a Deku Scrub creature as reward for his troubles. Stranded, confused and horribly deformed, Link emerges into the daylight beyond the tree stump. But something



The enhanced visuals allow for some awesome explosion effects

Try out the different masks on the various crazy people you meet

This giant octopus monster is blocking your path. Fix him good

is very wrong. The landscape has changed, the inhabitants seem strange somehow, and the moon is hurtling toward the ground. A run in with the Happy Mask Shop owner reveals the gravity of the situation: Stalkid, under the influence of Majora's Mask, is somehow responsible for these terrible events, and there are just three days until the moon comes crashing down. Link is given the job of not only regaining his lost possessions and finding a way to return to his natural form, but also saving this alternative land of Hyrule from impending Armageddon.

TIME AFTER TIME

This plot is, rather cleverly, directly related to the fundamental mechanics of the game and is the thing that players will have most difficulty getting their heads around. One minute of playing time roughly equals one hour of game time. So, a cycle of one day and one night will take just 24 minutes – the full three days just 72. But you're not gonna complete the game in 72 minutes. You probably won't even come close in 72 hours.

RINSE CYCLE

It works like this: in any given three-day cycle you have a specific task to complete before the moon falls. Completing that mission will reward you with a special item, skill or important plot revelation. Then it's time to use your ocarina (once you've nabbed it back) to travel back in time to when you first entered this realm – to the start of the three-day cycle. You can then use your new-found skills and knowledge to complete the next section of the game, again within the time limit. Effectively, Link is trapped in a constant three-day race against time and, during the course of the game, the grinning moon – and your jaw – will drop time and again.

MASKING TAPE

As you'd expect in a game called *Majora's Mask*, masks play a much more important part in Link's second N64 outing. By completing the various challenges you'll be granted new masks which transform Link into the corresponding creature. So, the Zora mask lets you explore underwater while the Goron mask gives you all the strength of a mighty rock creature. Other, less important, masks feature in the game too. These don't transform Link but they will give you special abilities while wearing them. These minor masks help you solve puzzles and win important items. Exploring old areas with new skills will also reap great rewards.

Stumbling upon Stalkid's graffiti sets off a beautiful cut-scene

At the end of each day the screen shrinks like this – very cool

TIME MANAGEMENT

You'll see the moon getting visibly closer to the ground as you play, filling you with a sense of panic that is the ultimate motivating factor in your adventure. You'll find yourself prioritising tasks and managing your time more effectively than when revising for GCSE exams to get the job done. There's an astonishing amount of action in each region – far too much to get done in one cycle – ensuring a massive amount of replay value as you aim for the best score at a mini-game or try to win that elusive piece of heart.

TIME WARP

Majora's Mask is a far more complex game than *Ocarina*. Although there are only four main dungeons to explore, the massive game world appears bigger than *Ocarina*'s. It is also far more populated with bizarre locals. The save anywhere

Deku Scrub Link can hover about the levels and spit bubbles

Look up in the sky and you'll be greeted not by birds and beautiful cloud formations, but by a ruddy great moon complete with maniacal red eyes and madman's grin. Look up for an extended period of time and you'll actually see the celestial body creeping closer to the ground

In the observatory, the weirdy-beardy man lets you spy on the town

The Happy Mask Shop owner plays a *much* bigger part in this game

The moon through the telescope – hardly a Sea of Tranquillity, eh?

A strange witch lives here and she's the key to beating the octopus

Step-2-3-4 and stretch-2-3-4... These keep-fit honeys are a hoot

The landscape will be familiar to *Zelda* fans, but it's more impressive

Look at it – just LOOK at it! Even the smaller, less significant areas in *Majora's Mask* are gorgeous to look at. You'll want to kiss your N64

Link in cross-dressing shocker! Just kidding - the Great Fairy's mask is but one of the quirky pieces of head-gear available in the game

"It's like the masterpiece that was *Ocarina of Time* was just a dry run for *Majora's Mask*"

COVER STORY

feature has been removed and is now replaced by a system dictated by the plot. Playing the Song of Time and warping back to the start of the adventure will save your progress. This will record major events and recovered items like masks, special objects and cleared dungeons. What it won't do is save your rupees, items like bombs and deku nuts, or important conversations with people. Consequently, you're required to plan the best strategy for completing the current task. This makes for more episodic play and fixing some of the "What the hell do I do now?" issues of *Ocarina of Time*.

WALK US THROUGH IT

We've been playing our Japanese version of *Majora's Mask* for a while now and while you'll get nowhere if you can't understand Japanese, the first sections of the game are still great fun. Arm yourself with a walkthrough off the Net (yeah, there are some already) and you'll get a whole lot more out of it. And, while you'll run the risk of spoiling one of the best adventures ever designed, clearing the events and unlocking the game's rare secrets with a guide is still hugely rewarding. To fully immerse yourself in the magic though, you should wait for an English language version.

BIG AND BEAUTIFUL

Despite the action being more chapter-based, *Legend of Zelda: Majora's Mask* is still daunting. The sheer size of the game, coupled with the mind-warping time travel elements, will severely test your staying power. Over 300,000 gamers bought *Ocarina of Time* but many gave up long before the closing credits. Hopefully, *Majora's Mask* will prove more balanced and really push gamers to make it to the end. We'll be able to tell you as soon as we get our English versions in. And we're already fighting over who gets to do the review.

CVG RECKONS

The N64 is on borrowed time, but Majora's Mask *should be the perfect swan-song for the ailing machine. Get it on your Christmas list now.*

END

WHEN THE MOON HITS THE SKY LIKE A BIG PIZZA PIE... THAT'S GAME OVER

movies, flights, holidays . . . New i-can with Virgin Cola get money off music, games, movies, flights, holidays . . . New i-can with Virgin Cola get m

i-can™ GO ON THE PULL FOR MONEY OFF CD'S.

i-can SAVES YOU MONEY ON CD'S, GAMES, VIRGIN FLIGHTS AND HOLIDAYS. SEE PACKS FOR DETAILS OF HOW TO GET YOUR COLLECTOR WALLET OR PICK ONE UP FROM VIRGIN MEGASTORES.

FOR EVEN MORE OFFERS AND INFORMATION, CHECK OUT www.virgin.com/cola IT'S AN ON-GOING PROMOTION, SO START COLLECTING TODAY.

2 410504 001508

i-can with Virgin Cola get £1.50 off at Virgin megastores when i spend £12.99 or more

Stick 6 special Virgin Cola ring pulls or tokens onto this i-can™ voucher and get to Virgin Megastores!

Valid until February 28th 2001 • Not to be used in conjunction with any other coupon, multibuy offer or student discount • Offer only available at Virgin Megastores in the UK • One i-can™ voucher – complete with 6 special Virgin Cola ring pulls/tokens – per purchase • Cannot be exchanged for cash • Coupon value 0.001p CAV

OPEN TO UK RESIDENTS ONLY. EACH OF THE 'i-can' OFFERS HAVE VARYING CLOSING DATES. FULL TERMS ARE DETAILED ON EACH 'i-can' CARD AND THE WEBSITE. PERSONS UNDER THE AGE OF 18 MAY NOT PARTICIPATE IN SELECTED OFFERS. PROMOTER: THE VIRGIN DRINKS COMPANY, C/O PO BOX 1390 TICKHILL DN11 9JY.

IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

UNDERCOVER WITH TANNER

FORGET THE HYPE - WE *KNOW* WHAT IT'S LIKE TO PLAY

WORDS**DEAN SCOTT** SCREENSHOTS**REFLECTIONS**

DRIVER 2

*OUT***NOVEMBER** *PLATFORM***PLAYSTATION**

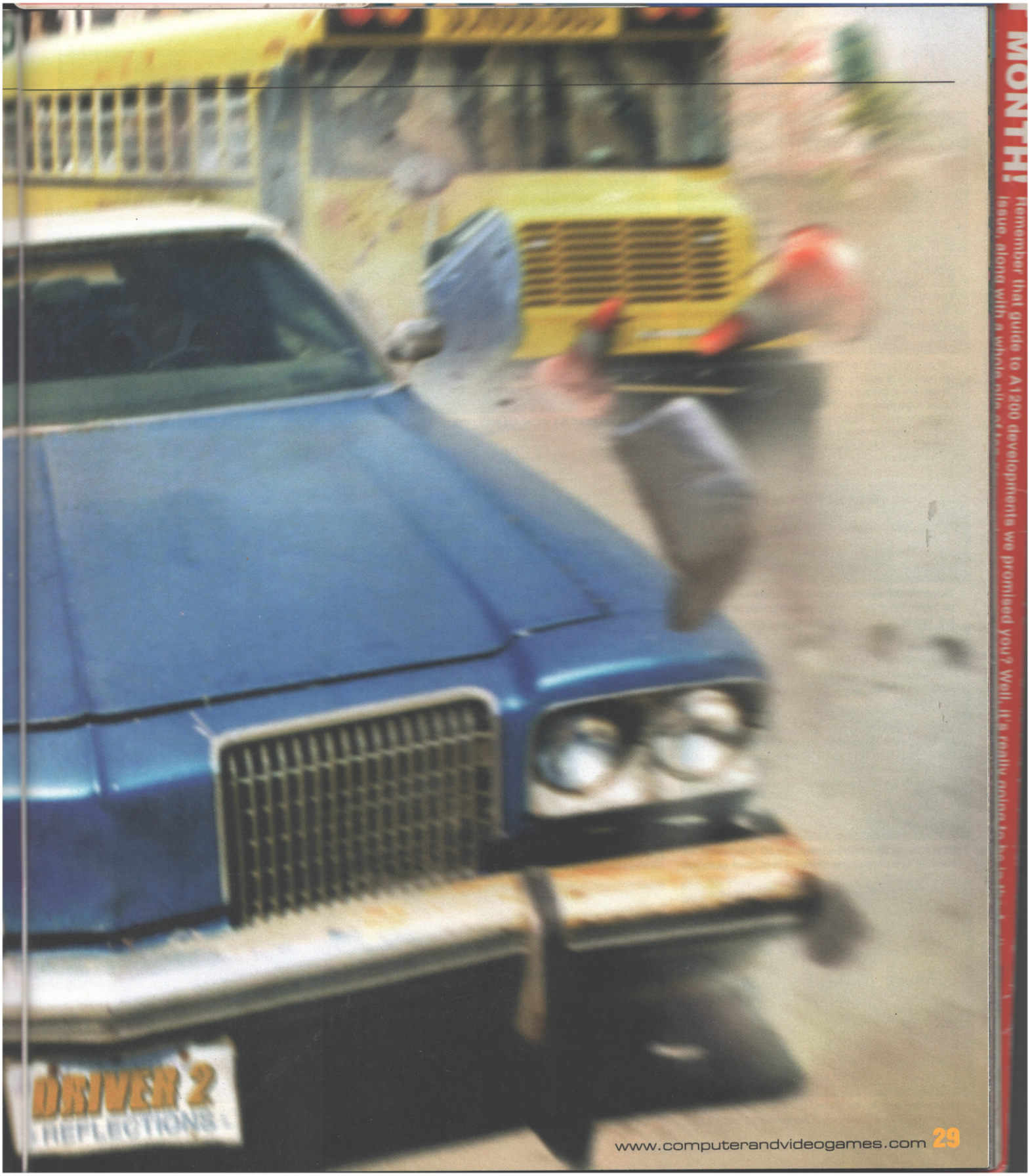
'OK man, listen up. This package needs to be dropped off to Jimmy downtown before midday. What's in it ain't important. Take the '57 Chevy Bel Air out front. It's pretty beat up, but it'll do the job. And don't be bringing any heat down on Jimmy's place, understood?' You nod and head outside into the baking Rio morning sun. You post the package through the open passenger side window and hop behind the wheel. You have a quick look around and nail the throttle. The tyres smoke and squeal, and you fly off straight through a red light. You hear the sirens before you see the flashing blue lights, and bang a 90° handbrake turn down an alleyway. Dead end. The law rolls up at the top of the street, and you decide to grab the package and run for it. Scrambling over a wall and through two alleyways you find yourself back on the main street. A school bus stands empty at a bus stop, and you jump in. If you hurry, you might still make the drop...

WELCOME BACK TANNER

Last year undercover cop Tanner took millions of PlayStation owners right into the heart of the car chase movies they'd been fascinated by for years. Piles of cardboard boxes blocked off alleyways. Pedestrians shrieked in terror on the promenade. And the Filth were all over you like a smell if they saw you flaunt those great American road laws one iota. A Hollywood-style director mode let you cut together a fabulous movie style replay, and, like all cinema's box office smashes, a bigger better sequel will roll into town come the Xmas holiday season.

WHAT'S DIFFERENT?

You can't see it on our exclusive pictures on these pages, but Tanner is free to get out of the car and run around the cities on foot. He can commandeer new vehicles this way, or duck into buildings to hide. He'll be able to press buttons and stuff if the mission requires, all whilst looking dapper in an outfit from top designer Oswald Boateng. No, honestly, he did design it. The streets too are no longer always at 90 degree intersection either: gentle banking curves are in evidence, and you get off freeways on curved exit ramps.



MONTH! Remember that guide to A1200 developments we promised you? Well, it's really going to be in this issue, along with a whole pile of

IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

WHERE DO I GET TO GO?

Driver 2 would be a whole load less fun if all you did was cruise the same Miami, New York, Frisco and LA streets as in the first game. *Driver 2* explores Chicago and Las Vegas, but also lets you loose in the Cuban capital Havana and cruise the Copacabana in Rio de Janeiro. Whilst the locations aren't re-rendered in anal Ordinance Survey detail, all the major landmarks are in place.

TELL ME ABOUT THE WHEELS

Driver glued you into one retro-styled motor. *Driver 2* gives you the freedom of the cities, and the freedom to blag any car you fancy a burn in. Fancy something big and yellow? Then blag the school bus, dude, and make like Ottoman. On our first trip to the Reflections studio we reckon we even saw a DUKW amphibious vehicle on a designer's screen. It goes without saying there's a shed load of more conventional rides too.

IT'S HEADING IN THE RIGHT DIRECTION

The guts of *Driver2*'s handling survives from the first game. Any car you hop into has been tuned for fun: sliding sideways around corners and accelerating hard. When Tanner hops out of the car he 'drives' in the same way as the cars. The maps on the pause screen can also be rotated to suit the orientation of your car, making navigation easier. Another tool is a 360˚ wraparound horizon, which you can use to make sure you're heading the right way.

NO TRAINING REQUIRED

The garage level that did so many heads in at the start of *Driver* has been removed, smacked about a bit and put in the bin. This time out you learn the tricks by leaving rubber marks on actual streets instead of doing handbrake turns in tight spaces. Skilled *Driver* wheelmen will feel right at home in the new game anyway, and a load of sweet FMV draws you further into the story than ever before.

USA VS BRAZIL DEATHMATCH

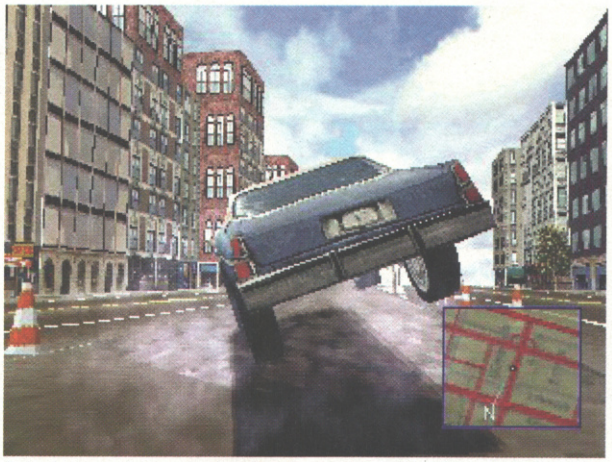
The yarn is this: a US crimelord falls out with a bunch of Brazilian gangsters. Tanner has to step in before the violence escalates on both continents by doing jobs for both sides whilst attempting to diffuse the situation. The types of missions are similar to the original game, with limited choice available as to which job you take up next. The game cleverly ropes you back into the main narrative whichever path you choose. Tanner's also got a sidekick called Tobias Jones, who is voiced by Huggy Bear actor Antonio Fargas.

CHASE

Another big plus is two-player. The final form is unconfirmed, but we saw a pursuit level being tested and we'd bet money on some kind of race element. The new curved roads would lend themselves nicely to an urban raceway. The screen is split horizontally, and from what we saw the frame rate holds up pretty well.

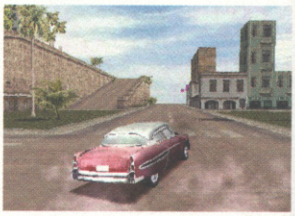
THE FUTURE

A *Driver* game for PS2 is a certainty, but not for a good while yet. Reflections are just testing the capabilities of the console to see what new things they can bring to the franchise. One suggestion was some kind of online capability for a small number of players, and we can't imagine anything much more fun than that.

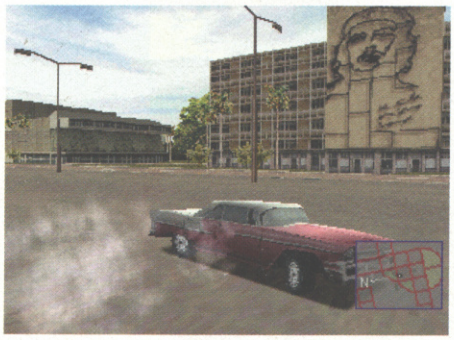


Go too fast round that corner and you'll catch some phat air *Driver 2* stylee

You'll be needing a bit more than T-Cut on that



Back end's looking nice and shiny, though

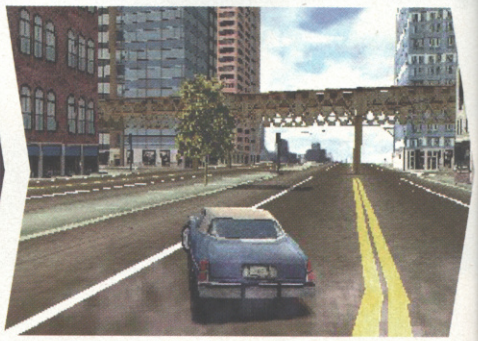


That geezer in the giant picture looks kind of familiar...

Knowing where you're going's easier thanks to the 360˚ horizon

REALITY CHECK REALITY CHECK REALITY

RIO DE JANEIRO Music and passion are always the fashion at the Copa! Copacabana! And those distinctive streets feature in *Driver 2*

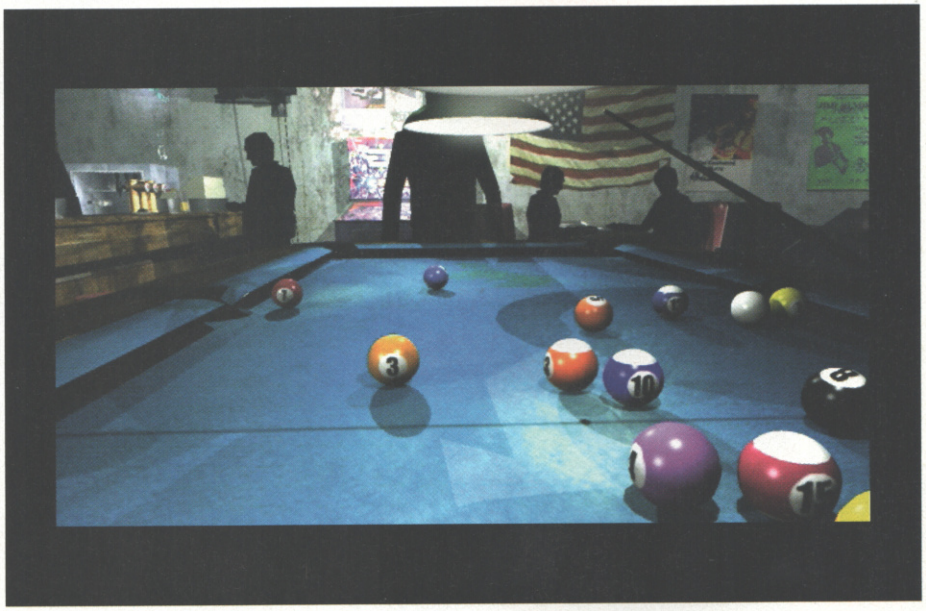


CHICAGO Chicken Chow Mein in the windy city? No problemo Mr.Drug Trafficker sir. Head down to Chinatown and chow down

CVG RECKONS

Similar to the first game, so it'll be a big hit. Two-player is cool, and out-of-car sections are the answer to most Driver *fans' prayers.*

END



Reality in racing games is in fashion. *Metropolis Street Racer* on DC amazes anyone who's ever been to the capital, and *Driver 2* does it's homework too. Each of the game's four cities feature all major roads and landmarks. Don't believe us? Well here's the evidence:

HAVANA If Castro ever invited you over to smoke fat cigars, you'd probably stay at the world famous Hotel National

LAS VEGAS Fancy a flutter? Then get your ass down to the strip in Vegas. *Driver 2* includes the distinctive pyramidal Luxor casino

DIVINE INSPIRATION

Martin Edmondson dreamed up Driver, but his influences were a little odd... As a child, the Reflections boss had his parents pretty worried. Back then toothpaste came in metal tubes, and young Martin hoarded them. He lined them up in rows, and then smashed them together. He was fascinated by crumpling metal, and the fact that no matter how he tried he couldn't undo the damage. The seeds of an obsession were sown. Later years would see him glued to the television, endlessly replaying car chases from famous movies. *Destruction Derby* arrived in 1996, but it was the creation of *Driver* in 1999 that utterly justified this odd youthful behaviour. *Driver* sold more copies than any other PS game last year. You can bet his parents are pretty proud right now.

It's not just the cops that are watching your every move down in Rio de Janeiro, you naughty boy, you

The morning after the night before – but how did you manage to get through so many tins of Campbell's soup?

Lock, stock and two sawn-off barrels: with all them bodies on the floor, it's time for a sharp exit

WIN! WIN! WIN!

PUT THE PEDAL TO THE METAL IN OUR *DRIVER 2* COMPO

PLAY DRIVER FIRST!

Better sit down – this exclusive competition's gonna blow you away: YOU could be one of six awesomely jammy readers to be the first in the country to actually PLAY *Driver 2*, months before it hits the shops. Yup, that's right, you really will be whisked free of charge to *Driver 2* developer Reflections' Newcastle studios, where you'll get your sweaty paws on a joypad for some seat-of-the-pants *Driver 2* action AND see some of how the game is being made. We're talking the sort of trouser-arousing privilege normally only developers and games hacks get.

FASTEN YOUR SEATBELT

But wait – there's more: you'll also get your picture and your thoughts on what the game is like to play in the mag. Players around the world will be dying to hear what you've got to say – instant fame for a day. If that lot wasn't enough to give you palpitations, each winner will also bag a copy of the game when it releases – signed by the Reflections team. The ultimate collectors' item or what? And the competition you can't afford to miss doesn't end there: ten runners up will each get a copy of the original *Driver*. Phew! Now that's what you call the mother of all competitions! Just one question stands between you and the ride of your life. Do you dare miss it?

IT'S EASY TO ENTER

It's so simple to enter it left Lee blubbing with joy. All you need to do is circle your answer to the question below, fill in your details, cut out this coupon and send it to us at: CVG's Awesome *Driver 2* Compo, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Or email your answer and details (as per the coupon) in full to mailbag.cvg@ecm.emap.com. The first six correct answers out of the bag win.

Which of these cities were featured in the original *Driver*?

A. Miami, New York, LA and San Francisco
B. Miami, Washington, LA and New York
C. New York, Chicago, LA and Miami

NAME: ..... AGE: .....

ADDRESS: .....

.....

.....

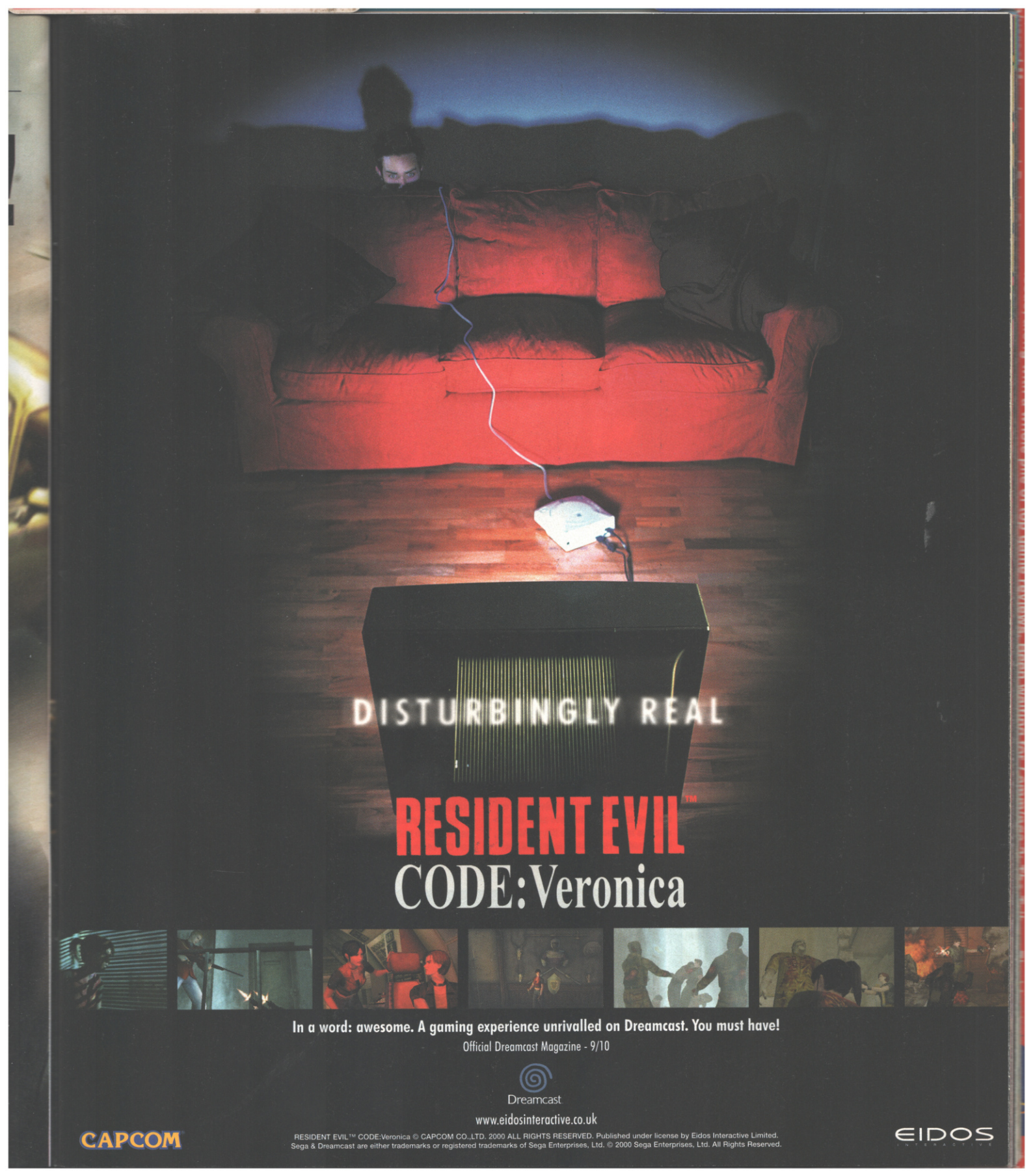
TELEPHONE NUMBER: .....

MACHINE(S) OWNED: .....

RULZ

1/ All entries must be in our office by July 31st.
2/ *Driver 2* has a 15 certificate, so you must be 15 or older to enter and be able to produce proof of age on request.
3/ All six winners must travel to Newcastle on the same day, Monday August 7th, which has been fixed by Infogrames. Winners will be informed by phone – if you can't go on that day, you can't go at all. Sorry.

EMAP Active Ltd may contact you about other offers, or pass your name address or e-mail to other reputable companies whose products and services may be of interest to you. Please tick this box if you do not wish to receive such offers ❑



In a word: awesome. A gaming experience unrivalled on Dreamcast. You must have!

Official Dreamcast Magazine - 9/10

Dreamcast

www.eidosinteractive.co.uk

CAPCOM

RESIDENT EVIL™ CODE:Veronica © CAPCOM CO.,LTD. 2000 ALL RIGHTS RESERVED. Published under license by Eidos Interactive Limited.
Sega & Dreamcast are either trademarks or registered trademarks of Sega Enterprises, Ltd. © 2000 Sega Enterprises, Ltd. All Rights Reserved.

EIDOS

Forget one-on-one battles in the one-player game, these levels are infested with loads of targets for you

LOOKOUT UNREAL, HERE I COME

PS2 FIRST-PERSON SHOOTER COMPETITION HOTS UP

WORDS**LES ELLIS** SCREENSHOTS**EIDOS**

TIMESPLITTERS

*OUT***NOVEMBER** *PLATFORM***PS2**

It's a first-person shooter. But wait, don't turn the page yet. I know those words normally bore the hell out of console owners but if I tell you it's going to be on the PlayStation 2 pretty soon after the machine is launched in the UK, you'd be interested. To really blow your mind, let me throw in the fact it's programmed by a team who have worked on *GoldenEye* and *Perfect Dark* at Rare. Interested now?

IN YOUR FACE

The boys at Free Radical Design have gone back to the roots of first-person shooters with something that relies more on fast and furious action – more on the lines of *Doom* but in proper 3D - rather than the tedious run-round-for-hours-and-shoot-the-odd-freak approach tried by *Quake* etc. A time element to the plot gives us characters drawn from anywhere from 1935 to 2035 ('70s cops against futuristic aliens anyone?) and you'll never know what to expect from any one level, as weird idea follows bizarre creation in a shoot 'em-up from hell.

DEATHMATCH FRENZY

Unreal Tournament may have taken the bold step of announcing it will play online, even

That Hawaiian shirt doesn't look right somehow. Still, the sniper rifles should go down well in the States

Nintendo wouldn't let them put religion or sex into their games, so Free Radicals are going for it now with demonic priests and bimbos

With holes in floors, walls and ceilings, you can expect to get ambushed frequently

though Sony haven't sorted that side of PlayStation 2 out yet, but Free Radicals have decided to push the PlayStation with *GoldenEye*-style split-screen deathmatches. Up to four players can go to war in several different types of action from straight deathmatch to Capture the Flag, Escort and Last Man Standing. The speed and furious action are particularly impressive when four players are battling it out with bots on screen as well.

DO IT YOURSELF

For years, smart-arse PC gamers have been able to design their own levels for their first-person shooters – but it's always been a little bit tricky. In *Time Splitters*, you'll be able to use an interface that's so simple my Gran could use it to build up your own arenas to deathmatch in. Save them to a memory card and you can try them out at your mate's house, too.

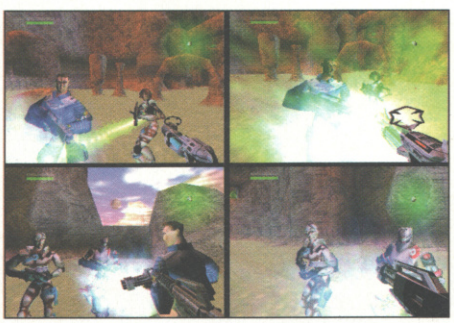
PEDIGREE

From a team with a history of producing the best first-person shooters, you can expect something seriously tasty. It's still a way off release but the version we played had all the elements in place; you can tell the Free Radicals Design team is trying to put the fun back into blowing someone's brains out. After the PS2's disappointing Japanese launch, how cool is it to see the Brits coming up with the best games?

CVG RECKONS

Unreal Tournament *already has a fight on its hands; with the pedigree of the team behind it,* Time Splitters *will rock.*

END



***Time Splitters* can handle outside levels as well as the claustrophobic internals**

And yes, it is possible to use a weapon in each hand *Unreal Tournie*-style. check out my pistols

This looks like a camp 70s cop going up against Biggles. How bizarre is that!?

GOOD KNIGHT, SWEET DREAMS...

© Infogrames United Kingdom Limited 2000. All rights reserved.
Silver is a trademark of Infogrames United Kingdom Limited.
Dreamcast is a registered trademark of Sega Enterprises, Ltd.

FORGET ABOUT SLEEPING, AND SAY GOODBYE TO YOUR SOCIAL LIFE AS YOU EMBARK ON THE GREATEST ADVENTURE EVER TO GRACE THE DREAMCAST. SILVER IS AN EXPLOSIVE MIX OF ARCADE ACTION AND ROLEPLAYING ADVENTURE:

- 27 QUESTS, 7 HUGE WORLDS AND HUNDREDS OF LOCATIONS TO EXPLORE
- CONTROL UP TO 5 CHARACTERS
- REAL-TIME COMBAT SYSTEM
- 75 ENEMY TYPES

SILVER

GETTING VIBBY WITH IT

VECTREX GRAPHICS FOR THE PLAYSTATION? WHATEVER NEXT?

WORDS **LES ELLIS** SCREENSHOTS **SONY**

VIB RIBBON

OUT **AUGUST** PLATFORM **PLAYSTATION**

How about this for the ultimate in bizarre: a game where the graphics go back to the days of black and white line drawings, and where the levels are constructed by which ever music CD you put in as you play it. That's *Vib Ribbon* in a nutshell, with the emphasis on nuts. And who else could come up with something like this, but the team behind *Parrappa the Rapper* and *Um Jammer Lammy*.

LOOKS THAT CHILL

When it comes to graphics, basic is an overstatement – white stick figures on a black background haven't been seen since the pre-Spectrum days. Veteran gamers will feel a pang of nostalgia when they see these screenshots, but most of you will just think: "That looks crap." And it does. But that's not where *Vib*'s appeal lies.

DIY GAMEPLAY

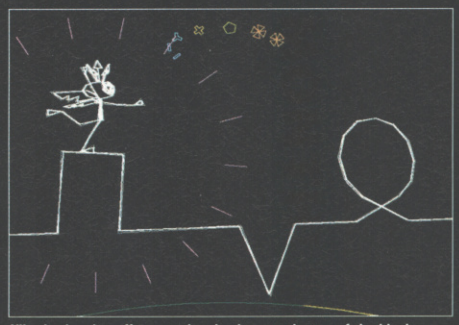
The way it works is that Vibra (the bopping hero) walks along a landscape trying to navigate four types of obstacle that correspond to the soundtrack. Stick in your own CD and the landscape will reflect what you are playing. Chilled out jazz (like anyone listens to that!) will give you an easy level, while some off-your-face dance tracks will provide the ultimate challenge. As for Britney, well... In theory, you'll never be able to finish the game because you'll have loads of CDs to try on it, and every album gives this a new lease of life – sort of.

PROUD TO BE DIFFERENT

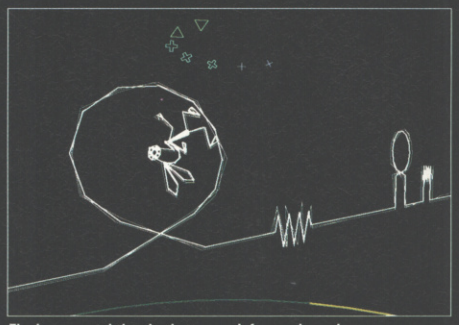
Sony are not denying this is a niche game, but with the sales of *Parrappa* and *Um Jammer* it seems that off-the-wall games with a Japanese flavour pick up a cult following in the UK. With a low price point guaranteed, *Vib Ribbon* will be the perfect partner for your favourite CDs. So bad, it's great.

CVG RECKONS

Vib's off it's head. Priced at a tenner, you're gonna love it. **8**



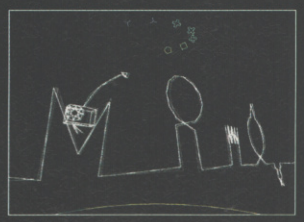
Vibra's showing off now as he clambers to the top of the block



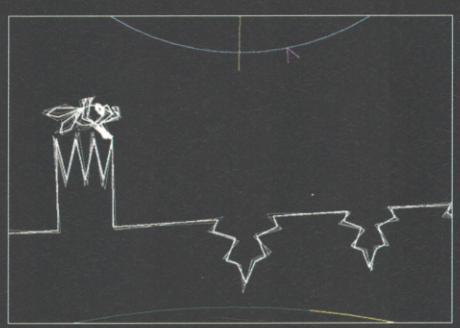
The heavy metal thunder is too much for our loopy hero

The pit was easy but Britney's twin assets should defeat him

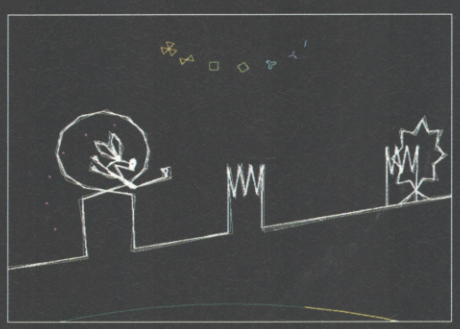
Looking suspiciously like the aliens from the Smash adverts, Vibra gets a bit mental



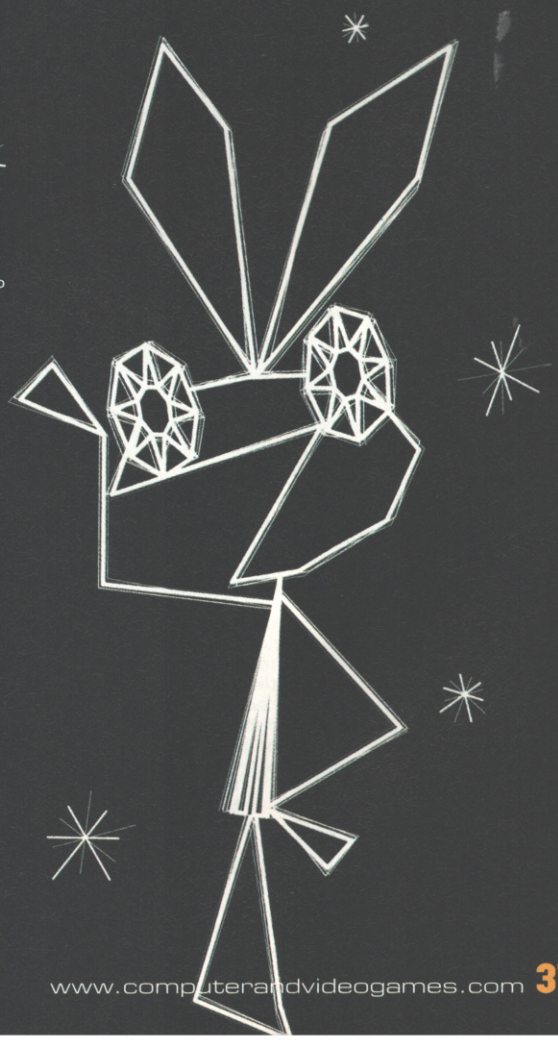
All hell's breaking loose – who put the Metallica drum solo on?



That mess on top of the tower is Vibra after he failed to get over it



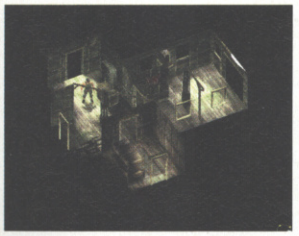
As the beat picks up, the obstacles come at you faster than ever



Narrow city streets will push your stealth skills to the limit. How can you get past hordes of guards here?

These guns will decimate any allied vehicles – so put them out of commission before they arrive

The new Japanese secret weapon – the Elephant. You can use it to your advantage though – you just have to work out how



Inside a Japanese HQ – not the best place for an allied Commando to get caught, so do your job and get out of here sharpish

The alarm has been raised, guards are rushing to intercept you. You're in trouble, unless, of course, this is part of your plan?

Snowball fights and building snowmen are probably not a smart thing to do on these levels

SOUR KRAUTS, HAPPY PLAYERS

SARGE AND THE BOYS ARE BACK BOSH-BASHING

WORDS **GENERAL LES ELLIS** SCREENSHOTS **EIDOS**

COMMANDOS 2

OUT **OCTOBER** *PLATFORM* **PC**

Remember those old war comics where one honest Tommy defeated the whole of Nazi Germany in an afternoon and got home in time for tiffin? Probably not – if you're caught reading one these days you'll be gently introduced to the wrong end of a political correctness truncheon. Luckily, games don't suffer at the hands of the PC police. What we really need is a tasty action strategy game where you give Herman Hun a good spanking. And that's what you've got – in spades.

If you've played the original then you know there's not much that comes close to creeping up on an unsuspecting guard, slitting his throat and dumping his corpse in the bog on the way to completing yet another glorious Allied victory. *Commandos* redefined the military strategy game, *Commandos 2* looks like outflanking the lot and winning the war single-handed.

FIGHT, FOR THE REICH, TO PAA-RTY

While the basic gameplay has been kept much the same, everything is much bigger and has more to it. Planning is everything and most of what you do early in a mission will have some kind of knock-on effect later. Your team now has more shared abilities (as well as more items and weapons), although each member will still have one unique skill. Plus you get new characters to play around with (a thief, a seductress and, er, Tiny the dog).

SUBURBAN COMMANDOS

The new game engine gives you unparalleled levels of detail in the graphics. As well as looking amazing, you can now rotate the camera for a better view of those tight situations, plus you can zoom in to get up close and personal. Which is a handy when it comes to knifing someone stealthily or aiming accurately and should address the frustrations of the original, which was sometimes a tad fiddly, particularly in maximum resolution.

INSIDE INFO

A major new addition is that you can now enter buildings to carry out tasks – which adds loads to the gameplay. Imagine you're searching a room, you hear the Germans coming and have to swing out of the window and hang on to the ledge while they look for you. Tense? I think so. Oh, and the character animation - they couldn't make it any smoother. Now your marine looks awesome jumping into a jeep, and when you make him slam it into reverse he even slings his arm back over the seat and looks behind him.

THE EAGLE HAS LANDED

With loads of new features like swimming through underwater levels, and shinning across telegraph lines, plus loads of new and fabulous locations, *Commandos 2* is set to offer more addiction and tense strategy situations than us mere mortals can handle. And it's even tougher than the original. Just as well you still get to save whenever you like. *Commandos 2* is on course to be an awesome action strategy game, and one we can't wait to review.

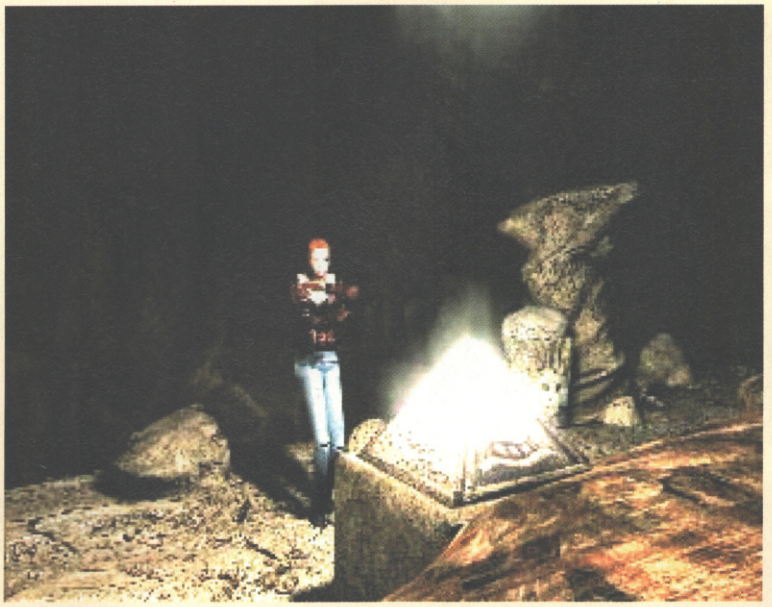
CVG RECKONS

Probably won't sell well in Germany but is shaping up to blow away the opposition in October.

END

IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



Glowing pyramids tucked away in dark caves aren't a good sign. If the owners had meant you to be in here, they would have installed proper lighting - so stand by for a spooky and life-threatening appearance by some freak

ALONE IN THE DARK: THE NEW NIGHTMARE

OUT **DECEMBER** *PLATFORM* **PLAYSTATION, DC, PC**

Let's play guess the game: You're trapped in a creepy mansion with a puny pistol and limited ammo. Bizarre and unspeakable mutants prowl the beautifully decorated corridors and hallways, and there are a ton of big scare moments to keep the heartbeat up. Sounds like the first *Resi* game, right? Wrong. Ask any veteran gamer and he'll tell you that the first time he nearly wet his pants with fright in a videogame wasn't in *Resi*, but during *Alone in the Dark* - an unprecedented PC adventure solely responsible for the survival horror genre. Now *AITD* is back to show 'em how it's done.

TORTURED SOULS

Plot and characters are all-important to any adventure game. Developer Darkworks has concentrated on honing the two lead characters into believable entities, with personalities and motives of their own. Edward Carnby, paranormal investigator, will be familiar to anyone who's played the first three *AITD* games, but this time around he's got a darker twinge to his character. The story sees him exacting revenge on the nightmare inhabitants of Shadow Island, responsible for the death of his best mate, Charles Fiske. The other playable character is Aline Cedrac, a mysterious and tortured anthropologist. The plot twists mean you must control both these intricate characters to reach the atmospheric conclusion.

STRIKE A LIGHT!

The New Nightmare cleverly uses stunning pre-rendered backdrops and dynamic camera angles to let you experience the horror of Shadow Island from hundreds of different viewpoints. And, while you'll know that the camera angle is set 'just so' to

"Sexy soccer - this is Ronaldo V-Football."

91% Total Station

www.ronaldo-v-football

IGINAL EVIL

SURVIVAL HORROR REVISITED BY THE PAST MASTERS OF TERROR

WORDS & SCREENSHOTS **LEE SKITTRELL**

You want atmosphere? Creeping through a dark passage with spooky music playing is enough to give anyone the willies

Anyone who has seen the Nightmare on Elm Street movies will know what can happen while you're asleep

get you freaked about what's round the next corner, it'll still give you that *Resi*-style thrill. Sound effects and eerie musical riffs penetrate the murk and keep the adrenaline surging. Another stunning effect is using Carnby's torch. When the lights go out and you hear a monster approaching, fumbling with the torch unleashes an arc of light that picks out background objects, as well as the encroaching hordes. The torch is key to solving many of the puzzles and the effect is understated and gorgeous.

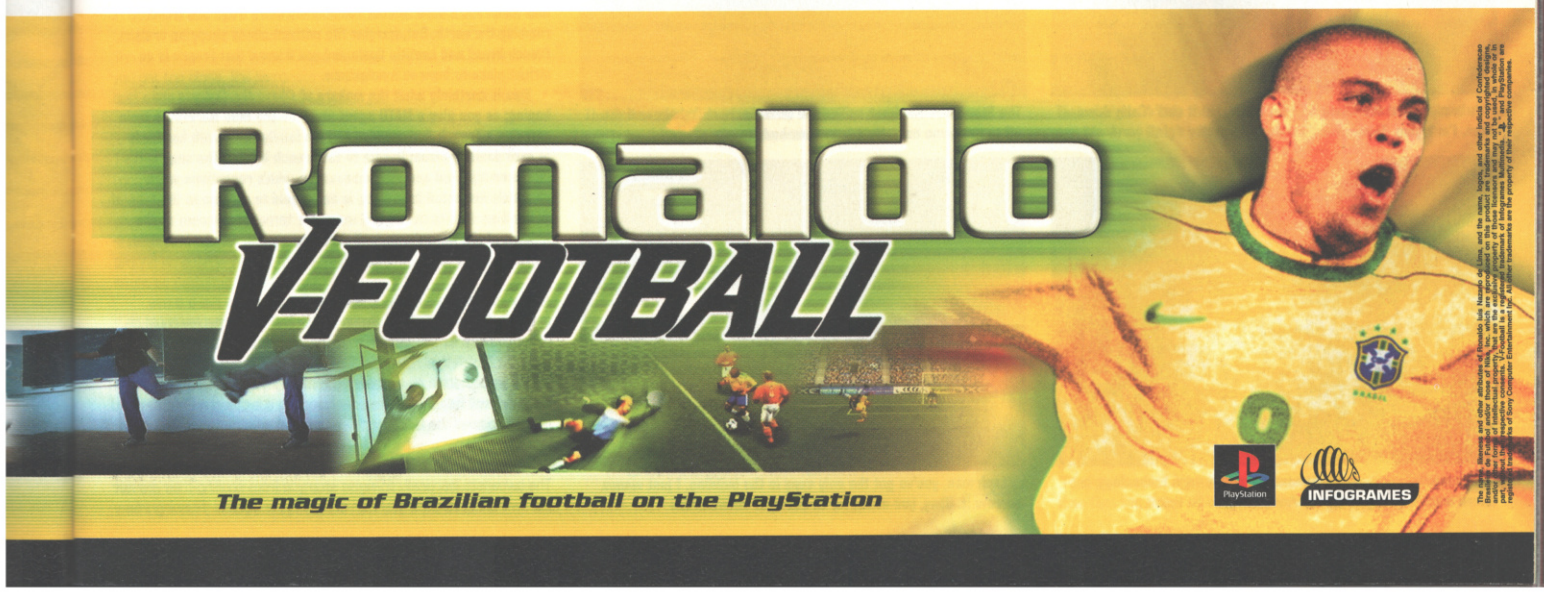
OOZES ATMOSPHERE

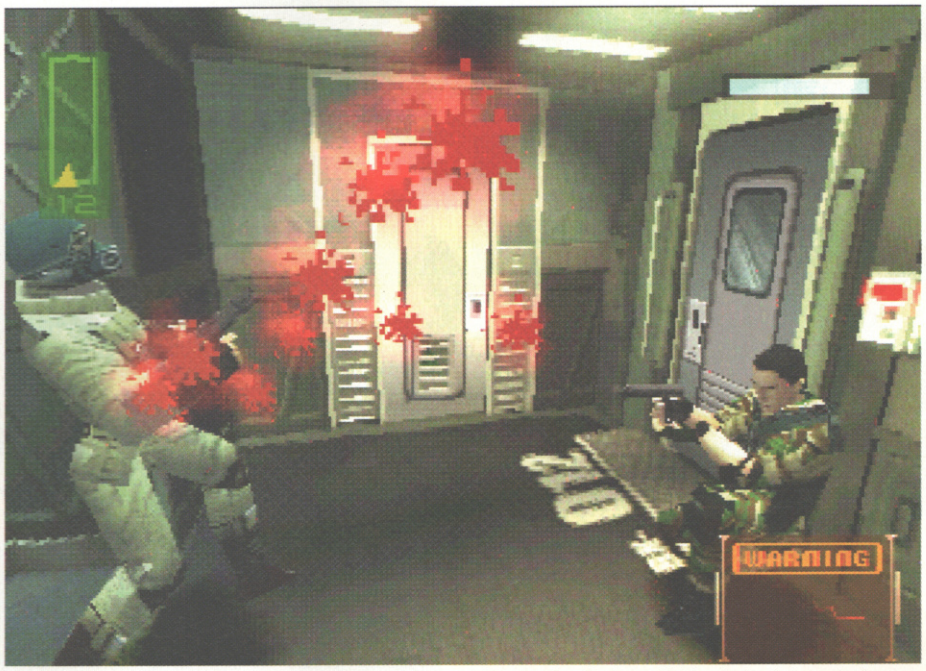
The sense of dread and horror in *AITD* is immediate and atmospheric. Through clever presentation and well-scripted events, the action never seems quite as silly as it sometimes can in *Resi* games. From what we've seen of it so far, the whole piece would sit happily in the same league as movies like Blair Witch Project and Final Destination. The game takes the successful conventions of recent survival horror games and adds its own distinctive style and an intriguing, Stephen King/Dean Koontz-style storyline. What's more, following Capcom's decision to can *Resi* on Game Boy Colour, you'll be glad to know there'll be a handheld version next year.

CVG RECKONS

Scary, stylish and suggestive. But can you persuade granny to buy you it for Xmas?

END





The art department's carelessness with red paint totally ruined this peaceful screenshot. They're not fighting, they're playing peek-a-boo

'It's in my pants! It's biting me! Get it out, get it out!' 'Calm down man, I'm trying. These jeans are done up pretty tight!'

The Star Wars Sandman spilled his strawberry milkshake and ran off to get some help. He'd hate somebody to slip over on it

The computer room was a wonder of cutting edge technology, but there wasn't a copy of *Unreal Tournament* to be found...

...'Look man, you've got the only copy in the building. I just wanna borrow it. Okay, you asked for it! Eat this!' BANG BANG

I've got it. It was Colonel Mustard, in the study with a leadpipe. No hang on – that red mark... Yes! He drowned him in ketchup!

'Look Mr Ticket Inspector, I honestly *have* bought one, it's just there's so many pockets in these combats....hey...argh!'

CHASE ME!

CAN YOU CATCH THE TERRORISTS BEFORE THEY BLOW UP FRANCE?

WORDS AND SCREENSHOTS **STEVE KEY**

CHASE THE EXPRESS

OUT **JULY 2000** PLATFORM **PLAYSTATION**

Save France from a nuclear disaster? No probs. Okay, failure would mean there would be one less football team better than England, one less exam you'd have to take and millions more frogs and snails roaming the earth. But, imagine life without cheap shopping cruises, French bread and Laetitia Casta and you'll know that France is an alright place to have as a neighbour.

This is certainly what the makers of *Chase the Express* are hoping; as you play a NATO agent stuck on the Blue Harvest, a train carrying a French Ambassador and his family along with hundreds of rare paintings from Russia to the French border. The snag is it's just been hijacked and the Ambassador, who's receptions were obviously not noted in society, is being held to ransom to the tune of $20 billion. Failure to pay will mean the terrorists, known as the Knights of the Apocalypse, will detonate nuclear bombs in France.

MENSA NEED NOT APPLY

As our screenshots show, *Chase the Express* looks like a cross between *Resident Evil* and *Syphon Filter* and the gameplay could be described in a similar fashion too. The 'find an item, take it here, combine it with this' nature is almost identical to *Res Evil*, but it's been dumbed down so that even the most intellectually challenged out there will have some chance of working out that the Gold Keycard is used to open the Gold door. See, we told you it was tough.

FLESH, MEET BUTCHERS' KNIFE

The terrorists frantically trying to stop you from spoiling their master plan will often surprise you with a few chance attacks. Running into

No game which encourages sneaking around has ever asked you to shoot down a helicopter before. *Metal Gear* what? Shut up!

One box contained a lifetime supply of Double Deckers. The other two were full of Picnics. Both men had made their choice

He'd been hiding on that corner for over ten minutes, and every time he heard footsteps he felt like he really needed a wee

CHASE ME!

rooms, particularly after a gunfight can cause more enemies to try and overpower you. One guy even follows you into a toilet wielding a nasty butcher's knife – the only saving grace is that you can see him through the grill at the bottom of the door before he enters. Enemies double up on you too, with one appearing from behind as the other attacks from the front. This explains why you've got a 180° spin move.

ENEMY IN SIGHT

Targeting enemies is not automatic, but you are lucky enough to have a huge target appear over the terrorist (once you're pointing the gun in the right direction) to stop any confusion. Also, the colour of the target changes depending on the amount of damage a shot will do. The further away you are, the less damage is done. But beware – if you get too close, the terrorists will think nothing of ramming the butt of their gun into your face to knock you down. And that hurts.

IF...I...COULD...JUST...

The camera angle is not always the most helpful when you enter a room or corridor, so you have the ability to have a look around to see what's coming. Holding triangle will switch the view to a behind the shoulder camera that lets you look freely around the area you're standing in. Tapping triangle also flicks to a camera that lets you see around an approaching corner, eliminating any potential hazards who might be patrolling ahead of you.

SPITTING IMAGE

Chase the Express comes on two discs – the main cause of which is the mountain of rendered footage and scene setting sequences. The rubber faces of the people look more in tone with Spitting Image than a tense thriller and the lip synching is almost as iff. But the most bizarre moment of the game comes when you meet Christina Wayborne, a member of the Special Police. After a brief conversation, you decide to go separate ways and she then whips her top off. For no apparent reason other than the jacket she was wearing wasn't saucy enough and the vest underneath is.

The Ambassador's dog is a nasty bugger so the postman dons a crafty balaclava disguise before slotting the mail in

That old 'glue a coin to the floor' trick is always good for a laugh, and Mr. Army Pants falls for it big time

CVG RECKONS

The bones of a decent game are here, but can it compete with Syphon Filter*? From the code we've played, it looks set to be too simple to offer a great challenge.*

END

'This kitchen ain't big enough for the both of us.' It was the second time that day that a row over the cafétière had had fatal results

The Undertaker is in his old-style outfit, ignoring his new WWF look

All your favourite stars are included, even the crocked Stone Cold

Eliminate your opponents by throwing them over the top rope

GET READY FOR THE ROYAL RUMBLE

THE BOYS AND GIRLS IN LYCRA ARE BACK

WORDS **LES ELLIS** SCREENSHOTS **THQ**

WWF ROYAL RUMBLE

OUT **OCTOBER** *FORMAT* **DREAMCAST**

Impressed by the success of the last batch of wrestling games on PlayStation and N64, Sega have teamed up with THQ and *Smackdown* developers Yukes to bring out a coin-op based on the over-the-top antics of the annual Royal Rumble, and THQ took the chance to port the game over to Dreamcast. So this unbeatable tag team just had to show off their wares to the number one fans of wrestling – us.

OUT OF RING EXPERIENCE

More than 20 of the WWF's top stars (from Rikishi to the Undertaker) feature in this version of one of the highlights of the WWF calendar, and unlike previous console games where you were limited to four fighters in the ring, *Royal Rumble* lets up to nine characters get slammed in the ring. And not only that, unlike any other Rumble, including the real-life one, you'll be able to fight in other backstage areas (the bits that made *Smackdown* so much fun to play).

BODYSLAMMIN'

The coin-op will be using the latest Sega technology to produce mind-blowingly fast graphics with textures so real that you will find it hard to distinguish between the characters and their real-life counterparts. All the trademark moves and finishers will be in there, and with Yuke's well known ability to make simple playability a major feature in their games, this one will have real pick-up-and-play value. No complex combos to learn here.

SLOBBERKNOCKER

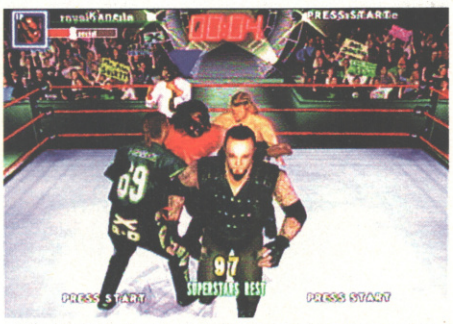
From what we've played, the DC has already got the coin-op's graphics and speed, making it the best looking wrestling game of the lot. It's a dream come true for Dreamcast-owning WWF fans who have been limited to the very average (at best) *WWF Attitude* – now they have something of their own to rival *Smackdown* on the PlayStation.

EVG RECKONS

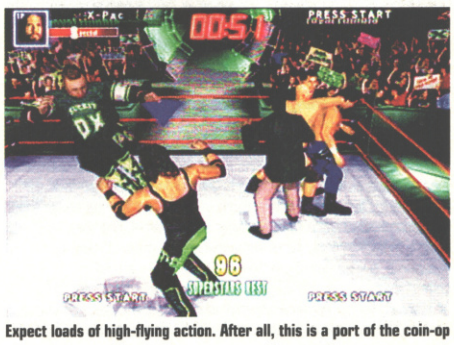
The DC has been starved of a high-quality wrestling game. The combo of THQ, Sega and Yukes gives it a huge boost.

END

The crowd goes wild as the bodies fly. You can now get up to nine characters in the ring at the same time



Let the others slug it out and get them when they're weak – sneaky



Expect loads of high-flying action. After all, this is a port of the coin-op

He's mad, bad and almost certainly dangerous to know. Wonder if his mum knows what he does

Sandman goes through a table the hard way outside the ring

The blood flows in typical ECW fashion – that is, there's plenty of it

ANARCHY IN THE UK

ACCLAIM TRY AND LAY THE SMACKDOWN ON THE WWF

WORDS**LES ELLIS** SCREENSHOTS**ACCLAIM**

ECW ANARCHY RULZ

*OUT***SEPTEMBER** *PLATFORM***PLAYSTATION**

After being given a firm seeing to in the charts by *WWF Smackdown*, the ECW boys are back for more, this time armed with a vamped-up engine, more match-up options and a feeling that maybe this time they've got it right. After *Smackdown* outsold *Hardcore Revolution* by 50 to one in the UK, Acclaim have gone back to the drawing board to try and come up with a game worthy of the ECW name.

NEW GAME, SAME ENGINE

The *Attitude* engine was shown up as a bit ropey by *Smackdown*, but Acclaim have updated it for this game, making it faster, giving it better collisions and making the controls simpler. Forget complex combos – two buttons and a direction will do most of the moves. Speaking of moves, the new ECW outing has more moves per character than any game that has gone before – it's just a pity that more people haven't seen ECW because it's the most exciting wrestling federation out here, and if they get this one right we could have at last have a game truly worthy of carrying the ECW name.

LAYING THE TABLE

The most popular of the new style of wrestling matches is here for the first time in any game. The table match, where you get to smash an opponent through a table, plus you get new inferno matches (where you set an opponent on fire) as well as Lion's Den matches and new environments for the action to kick off in. Trust me, after playing this you won't think wrestling is old men in lycra shorts any more – this is brutal sports entertainment at its best. It may lack the glitz of the WWF, but *ECW Anarchy Rulz* may provoke previously unknown levels of bloodlust in a two-player fighting game.

CHEAP AND CHEERFUL

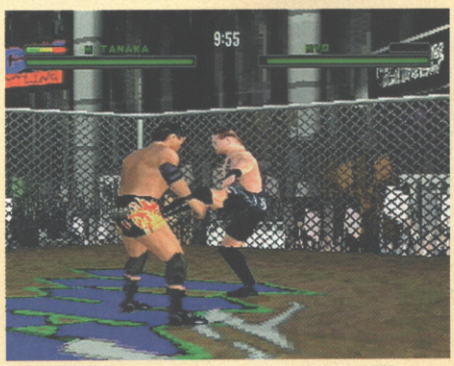
It's still a way off but just between you and me, we've heard whispers of Acclaim releasing this at a low, low price to try and attract some of those diehard WWF game fans to the ECW cause. I guess we'll know for sure when this gets released in September.

CVG RECKONS

Smackdown *rules the wrestling genre and* Anarchy Rulz *will need to go some to top it.*

END

Even the commentators get involved in the action



The Octagon ring, made famous by the even more brutal UFC

"The kits are so realistic you could print out a screengrab in colour and wear them in real life"

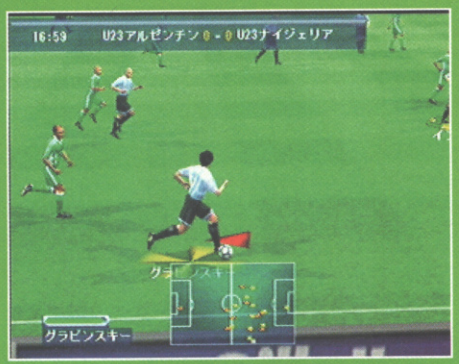
SUTTON DRESSED AS LAMB

PS2 *FIFA* LOOKING LIKE THE REAL DEAL

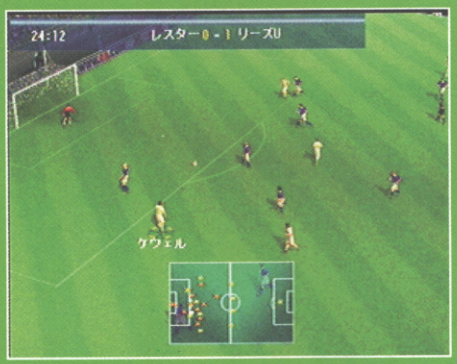
WORDS AND SCREENSHOTS **DEAN SCOTT**

There's no special 'Hand of god' feature for Argentina

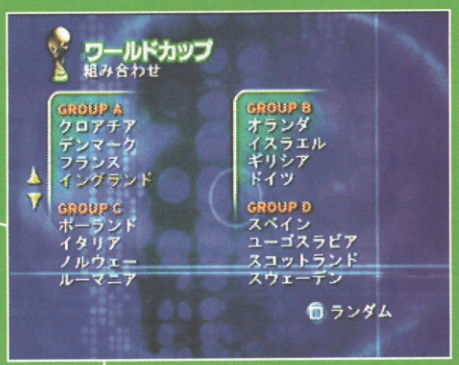
"Looks like the goalie's moved a bit late there, Des..."



X marks the spot where the treasure is, and this chap has found it



Here's the not so next-generation zoomed out view

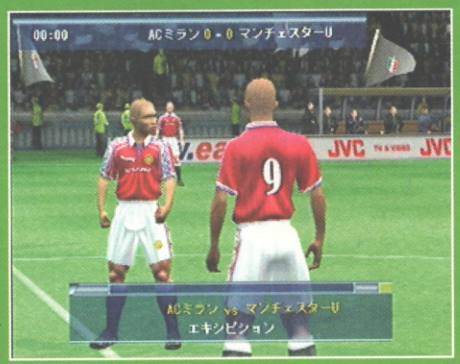


Group A looks like the 'Group of Death'. To people that read Japanese

It's just like watching Brazil. Except here it really is Brazil

Leeds enjoying that pre-Christmas form. It soon turned sour

He must score etc, etc. Banging in the goals is never tough on *FIFA*



Some player facials and skin tones are disappointing

This way the Toon Army get a game against Europe's finest

FIFA SOCCER WORLD CHAMPIONSHIP

*OUT***NOW (JAPAN) OCTOBER (UK)** *PLATFORM***PS2**

'What are the buttons again? Same as *FIFA* on PlayStation? Oh.' Seconds later an amazingly detailed footballer goes thundering down the left flank, the only noise audible over the roar of the risen in-game crowd is two lots of loud tapping noises coming from the real world. *FIFA* has exploded onto PlayStation 2 and its fabulous analogue controller still needs bashing repeatedly to make the players sprint.

BIG NOSE AND BOYZONE

But these aren't the jaggy, jerky *FIFA*noids of previous games. They move as smoothly as smoke, and wear kits so realistic you could print out a screengrab in colour and wear them in real life. Michael Owen sprints like a cheetah, shoots like a cannon and looks like... Stephen Gately. Considering the stupid number of polygons being thrown around on that virtual grass, it's pretty poor. Jaap Stam is a bit better, but that's easier: Jaap's face is basically one big nose.

THE FIFA WE ACTUALLY LIKE

Don't take all that as evidence that we don't like *FIFA Soccer World Championship* much. We like this NTSC version a lot, and this isn't the same game that will spice up the launch line-up of UK PS2 come October. Even the name will change. If they can sort out a few problems here, those hundreds of thousands of gamers that reflex-buy *FIFA* games might actually get a class title.

THE GAME REMAINS THE SAME

The gameplay here differs from the PS1 *FIFA* games like a rotten apple does from a ripe Granny Smith. They're basically the same, but you instinctively prefer the better-looking one. On the default settings it's simple to bring your keeper dancing all the way up the pitch to smash the ball in for one-nil. Overhead kicks are easy to pull off, ensuring flair-heavy goalfeasts. That sound you can hear is the tutting of a thousand *ISS* fans.

COME ALL YE UNFAITHFUL

But even they might come round after a few minutes with the pad. Player animation is breathtaking. The running is predictably slick, but it's the little off-the-ball elbows sending players sprawling that amaze. The players look like they really hit the ball, making the flash graphics appear even more realistic.

STADIO FANTASTICO

Stadium detail is spot on, and you appreciate it best by selecting the decidedly non-next gen zoomed out view. Floodlights cast shadows, tiers of fans ripple and the grass is mowed into authentic patterns. There are even little yellow-coated stewards. Cute.

WHAT'S JAPANESE FOR 'KEEPER'?

It's possible to play a whole game and never see a throw-in, illustrating perfectly the liberties taken to condense the beautiful game for action-hungry videogamers. They won't be scoring as many sloppy goals from corners, as EA has been kind enough to eradicate this weakness almost completely for this version. The commentary is illuminating, if only for letting us know there is no Japanese word for 'keeper'.

MUGGED AT BY THE GOLDEN BOYS

This Japanese code features tunes from the likes of Jamiroquai, and comes with the endorsement of Hidetoshi Nakata. Who? Well, he's the golden boy of Japanese soccer, and plies his trade in Italy's with AS Roma. By the time Europe gets it's own version you can expect to see a more familiar star mugging at you from the DVD case.

CVG RECKONS

With graphics like these, the UK version should be a lot more fun than a Watford season ticket. END

IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

N64

The action begins in the MI6 headquarters. Two of Renard's henchmen receive a pasting

PLAYSTATION

New precision targeting will let you pop one right in his eye if you want

AH MR BOND, WE'VE BEEN

THE WORLD IS NOT ENOUGH

*OUT***OCTOBER** *PLATFORM***N64**

You're trapped in MI6's headquarters. Terrorists are coming in from all angles, and you have limited firepower. Guards sprint down the corridor to offer much-needed back up, but you're heavily outnumbered. It's just another day in the life of James Bond.

ACTION-PACKED

The World Is Not Enough is one of the most action-packed Bond movies to date, and the N64 does a brilliant job of recreating the blockbusting experience. From escaping MI6 to navigating the tricky slopes of the Caucasian Mountains, all the key elements are here to offer you an incredible gaming experience. Using the latest in hi-tech weapons and gadgetry, you'll need all of your stealth skills to complete your assignments. Mindless shooting will only alert the enemy and you don't want to waste valuable time scrubbing the blood stains from your tux.

FAMILIAR FEEL

If you didn't know better, you'd think this was another Rare masterpiece. Hey, that's not a criticism of developer Eurocom. If anything it's a complement, but you can't fail to notice the huge similarities. That said, why try to change perfection? The 3D Stick lends itself perfectly to targeting the enemy and the response from the trigger is instant. The developers even allow Bond to jump, so avoiding enemy fire is slightly easier.

It might look like an ordinary watch, but the Taser fires an incredibly powerful stun ray. It's one of Bond's many gadgets in the game

You're always on the move in the Caucasian Mountain level, so you'll need top targeting skills if you're to complete your assignment

THE WORLD IS NOT ENOUGH

*OUT***NOVEMBER** *PLATFORM***PLAYSTATION**

Even the most hardened psychopathic megalomaniac Bond villain would take pity on the PlayStation version of *TWINE*. How can it compete? It may be the best looking first-person shooter on the PlayStation, but it's set to take a kicking from the more glamorous versions. How can it compete with the graphics of the PS2 and PC versions or the four-player antics of the N64 game?

NO PUSSY GALORE

Bond wouldn't be Bond without a plethora of gadgets and plenty of flesh-baring Bond girls. Unfortunately you only get to play with the toys, but at least you have some major firepower to stop megalomaniacs from taking over the world.

LICENSE TO THRILL

This version may be the runt of the four-format litter, but with first-person action that follows the plot of the movie, TWINE is nevertheless set to take its rightful place as the *GoldenEye 007* for the PlayStation.

Going to collect your pension in Bondland takes on a whole new set of dangers

The PPK may be his preferred weapon, but for multiple targets, you can't beat a beefy machine gun

This game of hide-and-seek is going to end in tears – and they're not going to be mine

CVG RECKONS

It might not have the complexities of Perfect Dark, *but this still has it where it counts. The N64 may be getting on a bit, but it can still more than deliver the goods.*

END

CVG RECKONS

Bond will be up for the challenge of taking the PlayStation through its twilight years.

END

PLAYSTATION 2

Nice of you to drop in 007. Put the kettle on and I'll tell you my plan for world domination

PC

Imagine the mess your shotgun will make of that expensive chandelier

EXPECTING YOU

SITTING COMFORTABLY WITH YOUR VODKA MARTINI? GOOD. WE'VE PLAYED ALL FOUR VERSIONS OF THE IMPRESSIVE NEW BOND GAME AND...OH, *DO* PAY ATTENTION, 007

WORDS **LES ELLIS AND SEAN WHITE** SCREENSHOTS **VARIOUS**

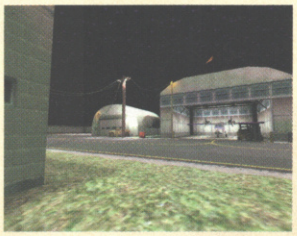
THE WORLD IS NOT ENOUGH

OUT **NOVEMBER** *PLATFORM* **PLAYSTATION2**

Take James Bond, coolest secret agent in the world, add the most powerful console hardware on the planet, and you have something with potential. Throw in a dash of the *Quake 3: Arena* engine and all of a sudden you have the kind of game that you'd sell your sister into slavery to play. And one look at these visuals will be enough to persuade you to start saving right now.

BOND WITH A BANG

The *Quake 3* engine ensures eye-bursting visuals and allows the developers to focus more on making the 10 missions as playable as something like *GoldenEye*. Weapons and gadgets? Wouldn't be Bond without them, so Q has come up with more than 40 toys for Bond to use and (probably) utterly destroy as usual. It's early days but from what we've played so far we reckon the launch of PlayStation 2 in Europe has a lot more going for it then the disappointing Japanese launch.



Everyone give thanks to *Quake 3* for the lush visuals we are about to receive

The locker rooms will no doubt give rise to more toilet related fun: remember *GoldenEye*?

Cramped environments lead to plenty of ambush opportunities. If only you could fire around corners...

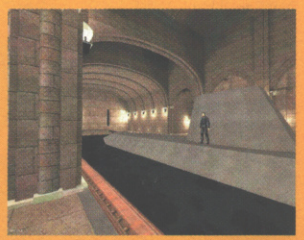
THE WORLD IS NOT ENOUGH

OUT **NOVEMBER** *PLATFORM* **PC**

***Half-Life* reigns over PC shooters as the leading story-based shooter. But as good as the story is, can it really compete against a Bond game that follows the plot of a smash hit spy movie so closely? And can it really compete against a movie-driven game that just happens to be powered by the all conquering *Quake 3* engine? *Half-Life*'s run at the top could end this Christmas.**

BOND ON BOARD

While the N64 had *GoldenEye* and the PlayStation had *Tomorrow Never Dies*, the PC has always missed out on great Bond games. We can safely say that one that has you in shoot-outs on a nuclear sub, racing through Istanbul and skiing in the Caucasus mountains will be regarded as great. So great in fact that it could be the game to knock *Half-Life* off your hard drive. With multiplayer options aplenty, it looks like Bond's transfer to a PC way of life could be successful.



Ugh, sewers. If you go swimming, make sure you hold your breath

And keep your hands off that washing, unless you find some of Britney's outfits. Well, Bond can only be *so* PC

Don't touch that, 007! Oil refineries and highly explosive weapons don't mix... unless you want them to, of course

CVG RECKONS

Watch a Bond film and then play the ultimate Bond game at Christmas – perfect.

END

CVG RECKONS

The name is Bond, James Bond, and PC players won't forget it once they've played this.

END

OH THE HORROR, THE HORROR...

SURVIVAL HORROR BECOMES PLAYSTATION'S TOP GENRE WITH *PARASITE EVE 2*

WORDS & SCREENSHOTS: **LES ELLIS**

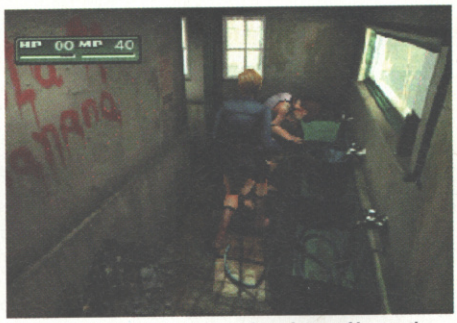
PARASITE EVE 2

OUT **AUGUST** FORMAT **PLAYSTATION**

The original *Parasite Eve* not getting released in the UK was a travesty. But now at last the arguments can be settled. The protests outside the Japanese embassy can stop and the pitiful pleadings to all at Square can halt because the sequel is almost here.

THREE'S A CROWD

With the likes of *Resident Evil* and *Galerians* you'd have to wonder if there's really room for a third major player in survival horror . Well, when that third member offers as much as



She's sick alright, but it won't be vomit coming out of her mouth - it'll be your blood if you get much closer

Parasite Eve 2, bringing in a bit of RPG on top of a cracking X-Files style story with as much gore as you can handle, then the answer's yes. Each of these games approaches survival horror from a different angle, making each essential for any gamer who likes more to his action than just holding down a fire button or an accelerator.

SHOOT TO KILL

Assorted mutants and *NMC* freaks have taken over various contemporary real-world locations like America's Mojave Desert and your job is to go there and take 'em back – wiping out everything in the process. The exploration element is pure *Res Evil*: walk around, hit X occasionally and pick up items. But that's where the similarities end. Pick up

SMALL SCREEN.

99% As close as you'll get to perfection **Total Game Boy Color**

A game that you absolutely must own **Nintendo Pro** 93%

91% Adventure games don't come better than this **Official Nintendo Magazine**

One of the best GBC games yet ! Enormous! **Nintendo World** 90%

90% A treat for the eyes **GamesMaster**

AVAILABLE 7TH JULY 2000

armour and you can wear it - superior armour lets you carry more items from your inventory on it, meaning more ammo, more health sprays and more weapons. Distribution of weapons, armour and items is a key part of success. Get it wrong and you could run out of ammo just as something with teeth bigger than Ken Dodd comes to say hello. You also get the chance throughout the game to exchange the Bounty Points you get from killing monsters for weapons and items.

TOUCH TOO MUCH

Parasite Eve 2 is packed with touches that make you want to see more. The way creatures literally explode if you hit them just right with a shotgun, the creaking noises from rooms you have yet to enter, the interaction with the other characters and the variety in the locations. Not to mention the sheer number of shock moments that leave your nerves shredded, being encouraged to fight everything to earn Bounty Points to buy new weapons and other toys as well as cool music that builds the atmosphere to unheard of levels. Looks like Square won't have to rely just on the *Final Fantasy* games to sell big numbers.

All this blood will be hell to get out of your clothes

AUGUST'LL BE MURDER

If you missed the original on import, then from the code we've been playing, we reckon you really won't want to miss out again. It certainly gives *Resident Evil* a serious run for its money as champ of the survival horror league. The atmosphere, the action, the story – this is pure X-Files, but better. Mulder and Scully could never come up with a nightmare like this. Come next month, when we review this, expect all hell to break loose. There's a new horror epic in town and it could be the best one yet.

If something gets this close you had better hope that you've weakened it enough to finish it off with one shot, or you'll feel the sharp end of its claws gradually ripping your face off

Thanks to Square's deal with Coke, you get to drink the real thing in the game – well, sort of

CVG RECKONS

The PlayStation has never had it so good with so many survival horror games. PE2 could be the best of the bunch.

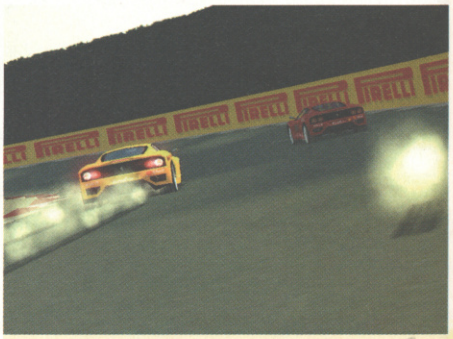
END

BIG ADVENTURE.
7TH JULY 2000
GAME BOY COLOR
TOMB RAIDER
99% "As close as you'll get to perfection"
ONLY FOR GAME BOY COLOR
CORE EIDOS
eidos.com
NINTENDO ®, GAMEBOY™ AND © ARE TRADEMARKS OF NINTENDO CO.LTD.
Lara Croft and Tomb Raider™ are trademarks of Core Design Ltd. Lara Croft and Tomb Raider © Core Design Ltd. 1996-2000. Published by THQ under licence from Eidos Interactive Ltd. Core Design Ltd. and the Core Design logo are trademarks of Core Design Ltd. Eidos, Eidos Interactive and the Eidos logo are trademarks of the Eidos Group of Companies. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks are property of their respective owners. All rights reserved.
www.gclub.net
www.thq.co.uk

As inexperienced driving game players will find out the hard way – doughnuts are all too easy to do accidentally when you least need to

If that yellow geezer doesn't pull out of his skid, you'll have to explain why you need a new back end to your car

No, it's the gray bit in the middle you want to aim for



That's about 200 grand's worth of car you're messin' with, buddy

SO FERRARI, SO GOOD

DRIVE THE BEST THING TO COME OUT OF ITALY SINCE PIZZA

WORDS **LES ELLIS** SCREENSHOTS **ACCLAIM**

The cameras dotted around the track record your race so you can view the realistic highlights

Forget the fake real-time reflections you see in some racers, just take a look at this shiny beast. And that's a real Ferrari engine too

FERRARI 360 CHALLENGE

OUT **MAY 2001** *FORMAT* **PLAYSTATION 2**

Let's face it, the closest most of us will get to handling a Ferrari is setting off the alarms on the one some flash git parks in the middle of town on a Friday night. To show that Ferrari means a lot more than some German F1 star willy-waving about how great his car is, Acclaim have snapped up the rights to bring the mightiest Ferrari road machines to the PlayStation 2, and they're so happy with the results so far they let us have a sneak peek and play – a whole year before the game is released.

SHINY RED MACHINE

Thrashing around the Ferrari test track and the other fictional courses in the fastest red machine since the Red Arrows is going to push your driving skills to the limit, as the developers go all out to make this the most realistic racing game out there. Meaning the programmers will no doubt be driving real Ferraris just to, er, make sure it feels right – jammy gits. And of course, it wouldn't be as much fun if you couldn't thrash a mate at it in a multiplayer mode as well. Unlike most official racing games, you will be able to inflict damage on your car – so this is your chance to trash a Ferrari.

MYSTIC MEG

With the game being so far off finished, there's still a lot of work to do on thing likes course design and the AI of the other drivers. At the moment they're growing opponents – we're not kidding – from new AI code that develops individual driver personalities. Scary stuff. But we couldn't resist showing you these shots to prove how amazing it's already looking after we had a go on it at Acclaim's HQ. This is definitely something to look forward to.

CVG RECKONS

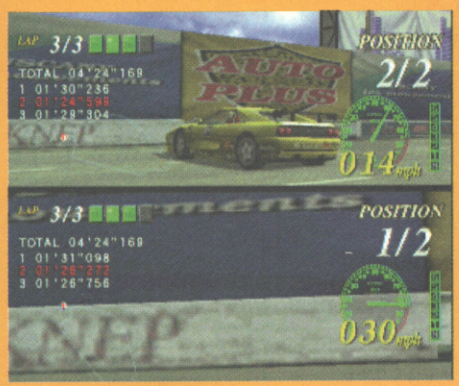
So good after a few months in development, it should be awesome by next year.

END

I HAVE THE HORSEPOWER

SEGA'S KILLER COIN-OP HITS THE DC

WORDS**LES ELLIS** SCREENSHOTS**DEAN SCOTT**



FERRARI F355

*OUT***SEPTEMBER** *FORMAT***DREAMCAST**

Pete went out with a girl whose dad owned two, Nic used to call her dad's Nissan one, I scratched a key down the side of one, Dean still wakes up all sweaty when he dreams about them, Dan always wanted to bag one when he was a wheel-clamper, Lee washed them hoping for big tips when he was a despised squeegee boy, and Acclaim are converting Sega's killer coin-op featuring them to the Dreamcast. What are we talking about? Ferrari of course.

FASTER THAN A BULLET

Let's get the obvious over with first. This is pretty much a spot-on conversion, meaning that the Dreamcast version retains those amazing graphics and Ferrari-like speed. We can honestly say you won't have seen something looking this good in a licensed racer before. Now for the not so obvious – this is not a racing game where you can keep your finger on the gas and use the walls as brakes. You're practically going to have to learn to drive to be able to hang with the best drivers on this. And you wouldn't want to have to resort to using all the built-in driving aids would you?

POWERSLIDE

Although the details are still being worked out, *F355* will boast some kind of online element. Acclaim still don't know whether this will be the ideal world of racing online or some other high score-based system – obviously they're gunning to pull the former trick off along with a boot full of other options to give this a bit more life than your average coin-op conversion.

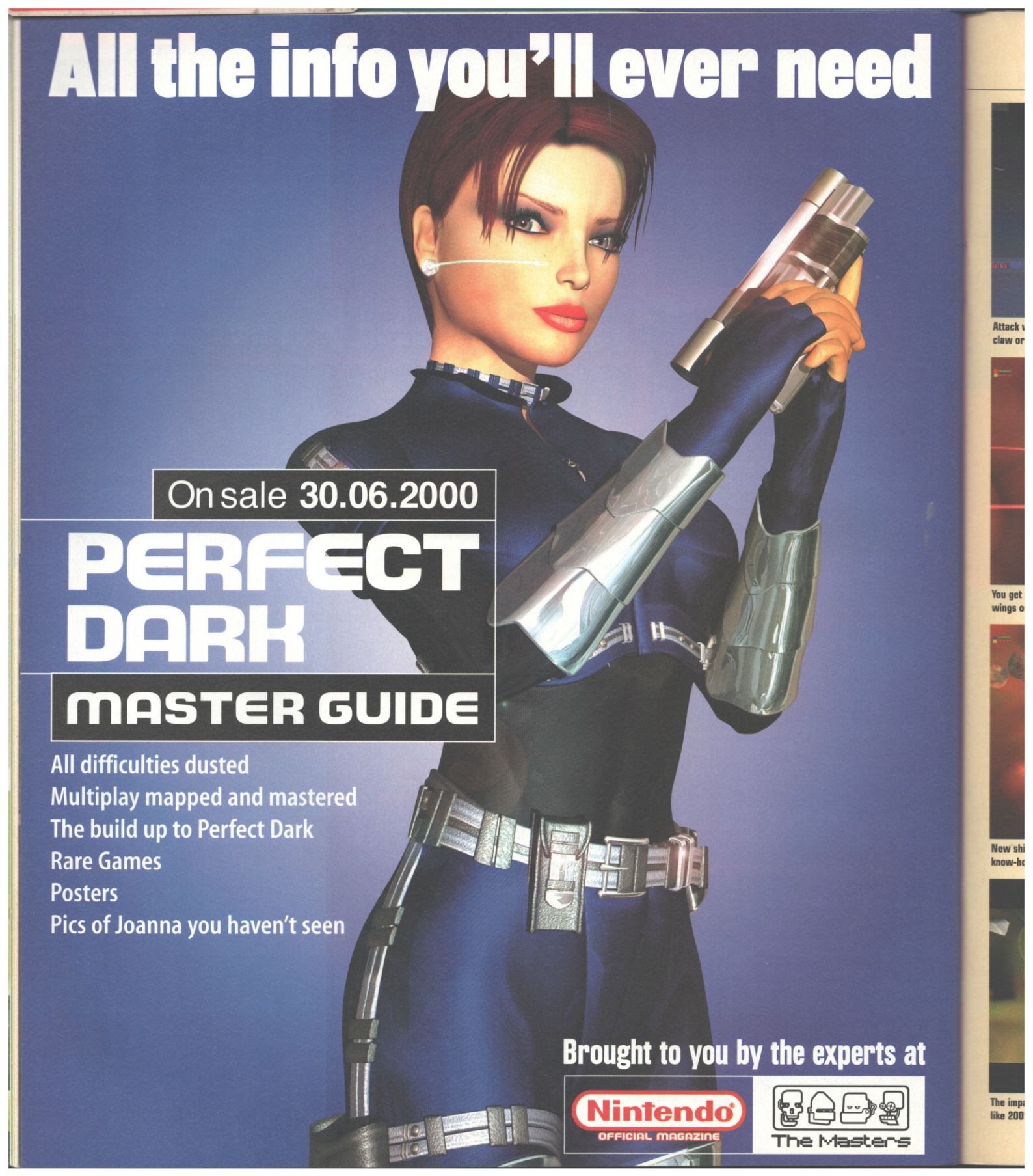
FLAT OUT

With *Metropolis Street Racer* launching at almost the same time, Dreamcast owners are in for the toughest choice yet: do they go for that or this eye-candy fest – or do they prove they have possibly the best machine for racing games by taking both. As if the one-player mode didn't prove that anyway, the dev guys have showed off by putting a split screen two-player game in here as well. So it's really quite simple – *Ferrari F355* is a truly stunning looking racer that handles like a dream once you learn how to tame the beast.

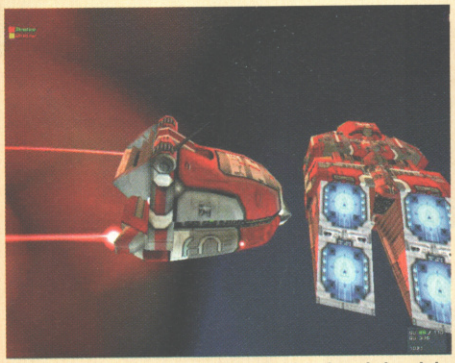
CVG RECKONS

Drop dead gorgeous to look at and heart-stoppingly fast. We love it already.

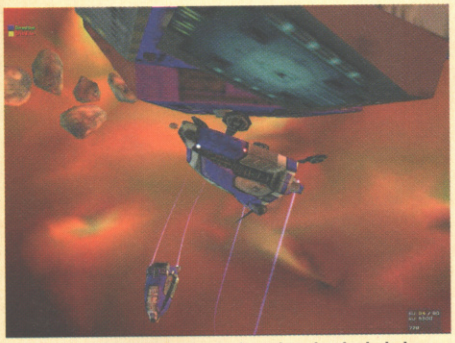
END


All the info you'll ever need
On sale 30.06.2000
PERFECT DARK
MASTER GUIDE
All difficulties dusted
Multiplay mapped and mastered
The build up to Perfect Dark
Rare Games
Posters
Pics of Joanna you haven't seen
Brought to you by the experts at
Nintendo
OFFICIAL MAGAZINE
The Masters

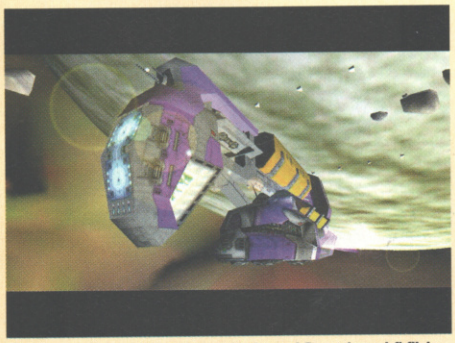
Attack wings can be ordered into different formations like delta, 3D claw or even customised. Er, where are you all guys?



You get attached to your units – but still can't resist ordering whole wings on kamikaze runs just for the hell of it



New ships can leech onto enemy units and steal technological know-how. Motion sickness alert



The impact of spaceship design in Sixties and Seventies sci-fi flicks like 2001: A Space Odyssey and Alien can still be seen today

HOMEWARD BOUND

HOMEWORLD'S BEAUTIFUL SEQUEL IS NO REVOLUTION

WORDS **PETER WALKER** SCREENSHOTS **BARKING DOG**

HOMEWORLD: CATACLYSM

OUT **SEPTEMBER** *PLATFORM* **PC**

As game developers run out of cool names for new releases, thank Satan for sequels and spin-offs. Add a number, maybe a subtitle. Preferably one that sounds explosive and exciting. Like 'cataclysm' – meaning 'a great revolution'. Appropriately, a great revolution is also exactly what the rather tired real-time strategy genre needs. But will *Homeworld: Cataclysm* deliver?

QUICK HISTORY LESSON

There hasn't been a great revolution for strategy games since the classic *Command & Conquer* put the RT in RTS and made base-building and resource management sexy. Sure, there's been some tweaking and evolution. 3D terrain has been in vogue for years (check out the latest incarnation in our *Ground Control* review) and several titles have tried to add extra strategic dimensions to the gameplay. *Tiberian Sun* was the first to let you burrow underground while the rather average *Metal Fatigue* gives you three linked, simultaneous terrains to rage across.

TRUE 3D

But for a truly 3D environment, last summer's PC space-based hit *Homeworld* led the way. None of that 2D top-down *Star Trek Armada* pants – we're talking full horizontal and vertical control planes that were essential to master. Relic pulled the rug out on the RTS market – there was no terrain, so you had to move, think, plan tactics and arrange squads in 3D. And that's as close as the RTS genre has come to a cataclysm in several years.

2000 AND NONE

Sadly, as much as RTS needs a kick in the pants, *Cataclysm* isn't likely to live up to its name. That doesn't mean it's set to be pony – just the opposite. But the earlyish code we've got plays much like the original and boasts only a modest evolution when it comes to the gameplay. Developed this time by Barking Dog Studios, the plot (you control a new faction against a new enemy called The Beast) is set 15 years after *Homeworld* but is every bit as engaging and unravels across 17 solo missions.

PLEASE CONTINUE

The mandatory new ships and technologies are all there (including units which link to form an impressive shield, can be upgraded, mimic objects or latch onto the enemy for a spot of tea-leafing), as are some much-needed enhancements like waypoints and tweaked multiplayer options. The two-click 3D unit control system will be familiar to *Homeworld* veterans but take newbies some time to get to grips with – as will the bewildering array of keyboard shortcuts and (for some players) a touch of motion sickness induced by the 3D environments.

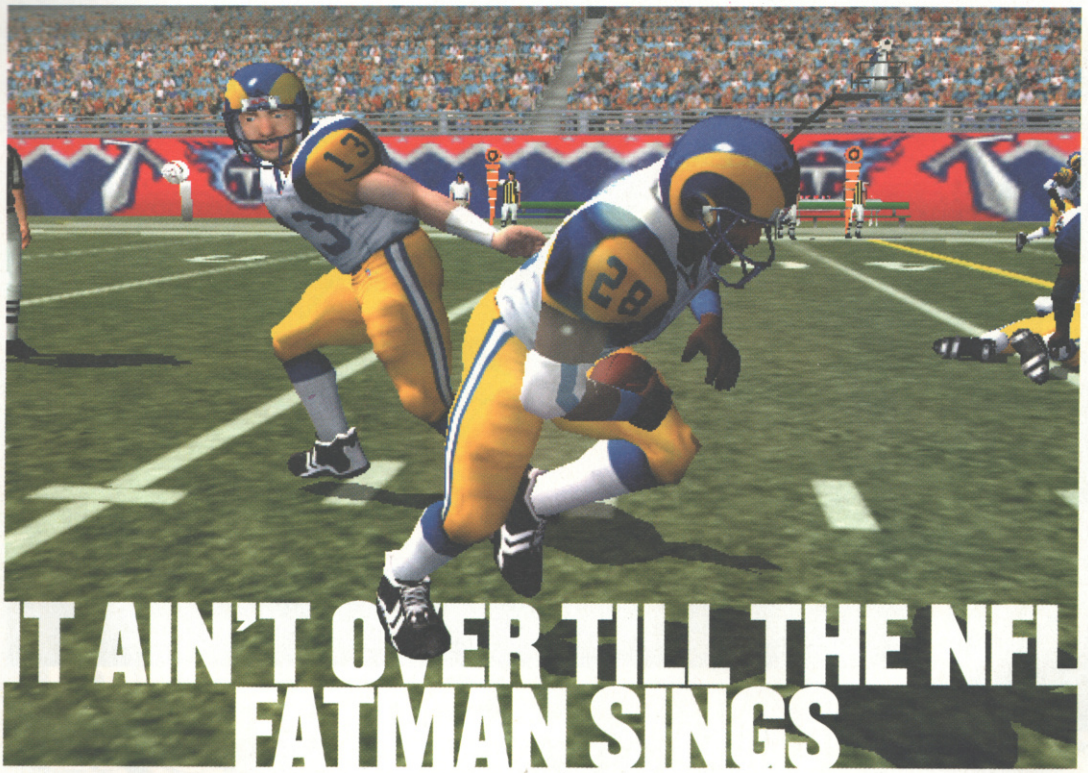
KAMIKAZE

Cataclysm promises to retain the original's filmic beauty. Remember in Babylon 5 when the station dispatched fighters? Every time you launch a flight of Acolytes from your mothership in *Cataclysm* it looks and feels every bit as good, particularly when zoomed in. You'll be drawn in by the balanced blend of resource management and action, and soon be locked in a desperate struggle for power – and to complete the next mission.

CVG RECKONS

Not the mini-revolution the original was, but a good spin-off.

END

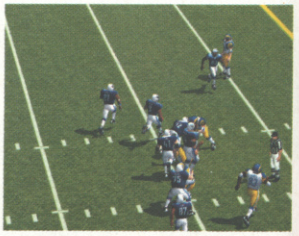


IT AIN'T OVER TILL THE NFL FATMAN SINGS

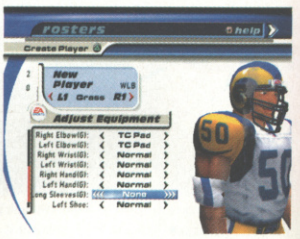
EA SPORTS GRABS YOUR HUT...HUT...HUTTENTION

WORDS **LES ELLIS** SCREENSHOTS **EA SPORTS**

Oi, you getting trousery with me or what?



Run for your life, they're after you



MADDEN NFL 2001

OUT **OCTOBER** *FORMAT* **PLAYSTATION 2**

Fatman games legend John Madden may have been down, resorting to uninspiring updates and pointless sequels, but now he's back and right on form with EA's first US sports title for PS2. Anyone who thought that the love affair with Madden games was over had better get buying roses and be ready to apologise, because you're gonna be falling head-over-heels for this one.

1ST DOWN AND TEN

Forget everything that has gone before. This is bigger, better and more awesome than anything. Graphically, you won't believe how good the players look and how well they are animated. You may as well be watching a real match on TV – the look and atmosphere is the same. Obviously all the big name teams and players are in there, complete with head coaches who have their own unique plays, and who appear on the sidelines to offer advice. All the players have also now got their own scoring celebrations, from little shuffles to complex dance steps that would impress Michael Jackson.

4TH AND INCHES

The gameplay has been sorted so the weights and heights of the players are taken into account when you're carrying out the plays. It applies to both sides, so if you have a big receiver against a small linebacker, someone's going to get hurt. The graphical detail is amazing – visors, kneepads, wristbands and even tape are all visible, making the players more identifiable. It all helps that real feel. With Madden's award-winning commentary and play-by-play calls, this could be the first American Football game that truly recreates the action of a real match.

TOUCHDOWN!

A new feature is the way you can collect Madden cards in the game to exchange with your mates via memory cards. The better you play, the more unusual the cards. As huge Madden fans, we've been waiting with bated breath to see what the EA Sports team would do with the power of PS2. We're not disappointed: it's already looking awesome and plays like a dream.

CVG RECKONS

Madden's back, brushing off all pretenders to the videogame Super Bowl title.

END

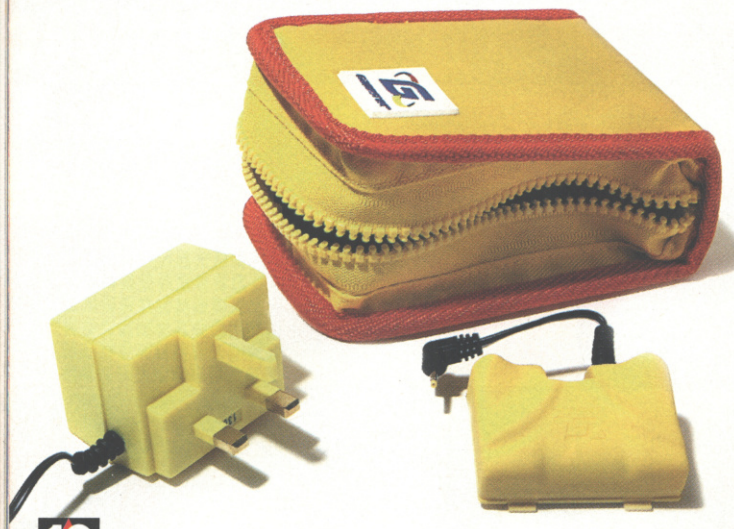
Looks just as good as watching the Superbowl on TV, except you don't have to stay up until five in the morning to do it

Strewth, if this was UK footy you'd be in The Sun for doing that to him. This looks more like line-dancing than American football

YOU'LL
NEVER
STOP
PLAYING
'Landmaker is that rare thing...a truly pioneering puzzler' OPM 9/10
'Class' FHM
'It's ace...get it right now!' PlayStation Max
PlayStation Magazine STARPLAYER
100/100
12/100
NEXT
NEXT
Landmaker from Taito, the masters of puzzle action, comes Landmaker – the most addictive, mind-blowingly original and varied brainbender yet.
Build vast temples and monolithic towers in a magical 3D environment while competing against friends, family or on your own. With hundreds of levels, styles and bonuses, this truly is crazy puzzle action that just keeps on building!
• It's official – one of the most maddeningly addictive puzzle games ever!
• 3 wildly different modes of play – Mindbending puzzle, Fearsome battle and Spectacular Arcade modes
• Massive number of difficulty levels
• Multi-player challenge
• Arcade mode features 8 varied characters to choose from
• Handy training mode
• Controllable Camera angles
www.eon-digital.com
PlayStation
PAL
LANDMAKER
TAITO CRAZY PUZZLE ACTION THAT KEEPS ON BUILDING
DIGITAL ENTERTAINMENT
PlayStation
TAITO
DIGITAL ENTERTAINMENT
Landmaker © EON Digital Entertainment. All Rights Reserved. Developed by TAITO. PS and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.
PlayStation®

WIN THIS LOT NOW!

THE BEST COMPETITIONS ARE ALWAYS IN CVG



10 TO WIN GAMESTER YELLOW ESSENTIALS PACK

GAMESTER **£14.99**

Get mellow yellow for Summer with Gamester Essentials' pack for Game Boy systems. The pack includes a startling yellow mains adapter, a rechargeable yellow power pack and a tough yellow wallet to keep your handheld safe.

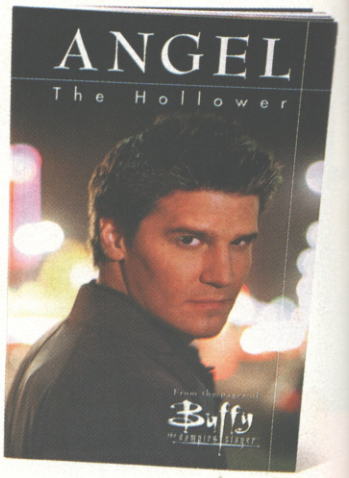
■ **Question 1: What colour was the submarine in one of The Beatles most famous songs?**

10 TO WIN ANGEL: THE HOLLOWER

TITAN BOOKS **£8.99**

Not content with having his own show, Angel - Buffy's undead lurve-god - now has his own graphic novels as well. In this gorgeous new book, Angel tackles the Hollower - a vicious monster that preys on vampires. More of Angel's mysterious past is revealed and it'll keep you hooked.

■ **Question 2: What vegetable is supposed to ward off vampires?**



3 OF EACH POD GOLD, RAYMAN GOLD, PANDEMONIUM 2

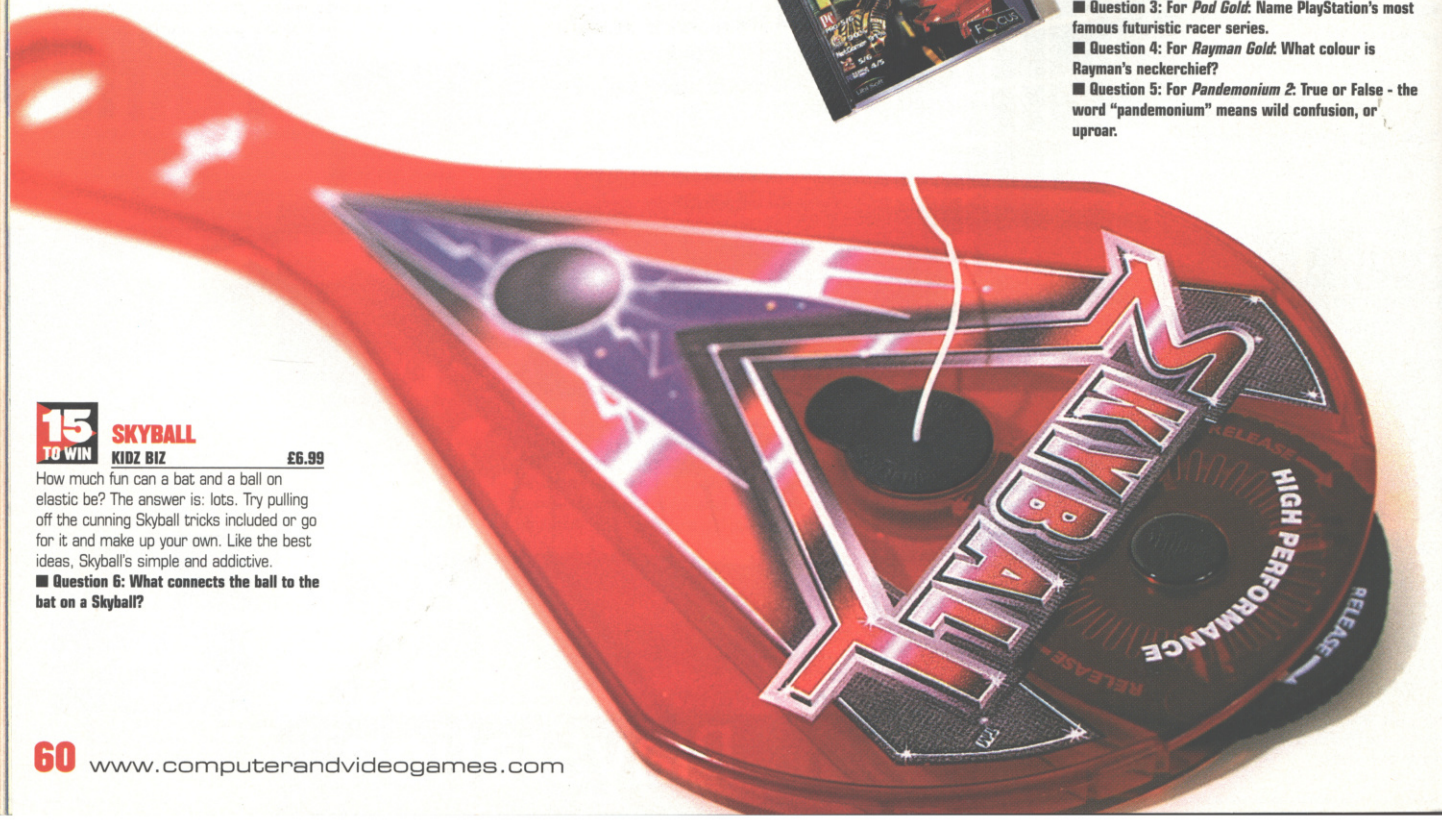
FOCUS MULTIMEDIA **£9.99 EACH**

To commemorate the launch of Focus Multimedia's Essential range of budget PC releases, we've got three copies of three top PC games up for grabs. *Pod Gold* is an ace future racer that'll have your adrenalin pumping hard. *Rayman Gold* is a special PC edition of the million-selling PlayStation platformer and includes all-new levels - it even lets you create your own *Rayman* levels. *Pandemonium 2* is a fine 2D platform game with breathtaking 3D camera angles and special effects.

■ **Question 3: For *Pod Gold*: Name PlayStation's most famous futuristic racer series.**

■ **Question 4: For *Rayman Gold*: What colour is Rayman's neckerchief?**

■ **Question 5: For *Pandemonium 2*: True or False - the word "pandemonium" means wild confusion, or uproar.**



15 TO WIN SKYBALL

KIDZ BIZ **£6.99**

How much fun can a bat and a ball on elastic be? The answer is: lots. Try pulling off the cunning Skyball tricks included or go for it and make up your own. Like the best ideas, Skyball's simple and addictive.

■ **Question 6: What connects the ball to the bat on a Skyball?**

This could be the only compo you ever need to enter. Every month we give you the chance to win the coolest, funkiest, most splendid products you'd otherwise have to fork out for. You get loads of chances to win – just fill out the coupon with your answer to each question and we'll make a different draw for each prize.

10 TO WIN DJ MACHINES

KIDZ BIZ **£4.99**

Fancy yourself as a budding Judge Jools? Then grab a hold of one of these mini DJ Machines and scratch away. Each unit has a couple of different samples for you to mix and scratch and they're wee enough to take almost anywhere. Altogether now, "Re-e-wind etc etc.."

■ **Question 7: What's the proper name for the needle on a record deck?**

3 OF EACH CHICKEN RUN FIGURES - ROCKY AND GINGER

TOY OPTIONS **£7.99**

Chicken Run is a full-length animated feature from Aardman Animations, creators of the Oscar-winning Wallace & Gromit films. On general release from June 30, it looks set to be the animated movie of the year. We've got three each of the ace Rocky and Ginger action figures, each standing about six inches tall with fine detail.

■ **Question 8: For Rocky: What type of animal is Gromit?**

■ **Question 9: For Ginger: What dairy product is Wallace's favourite food?**

1 TO WIN TURBO RACE WHEEL

WILD THINGS **£49.99**

This PlayStation three-piece is sweet. The steering-wheel unit is sound with good button positioning, the analogue pedals are chunky and responsive, and the separate handbrake/gearshift unit is downright saucy. All this and force-feedback too!

■ **Question 10: How many separate units make up the Turbo Race Wheel?**

WINNERS UPDATE – ISSUE 222

■ **THIEF 2**
Steven Roberts, Kent; Julia Broadbent, Dagenham; R. King, West Midlands; Matthew Chandler, North Wales; D. Simpson, North Yorkshire

■ **F1 2000**
Craig Walker, Edinburgh; Jamie Cane, Warks; Andy Smith, Devon; John Hunter, Wakefield; P. Dawson, Plymouth

■ **CAPRI SUN**
Douglas A Brown, Shrewsbury

■ **SPOT THE DAN**
Marius Spence, Manchester; Mark Hall, Lancs; Dan Moule, Conwy; Peter Oyediran, Battersea; Chris Le Monde, Chelmsford; Gary Brandon, Lincs; Marcus Lamprey, Leeds; Kris White, Lincs; Christopher Rochford, Middlesex; A. Williams, Glos

■ **HMV TROLLEY DASH**
Alex Brown, Lancashire

GO ON – WIN IT!

It couldn't be easier to enter. Fill in this coupon and send to: Win This Lot Now 225, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. First correct answers out of the hat for each prize win. Entries close August 16.

1 .....

2 .....

3 .....

4 .....

5 .....

6 .....

7 .....

8 .....

9 .....

10 .....

NAME: ..... **AGE:** .....

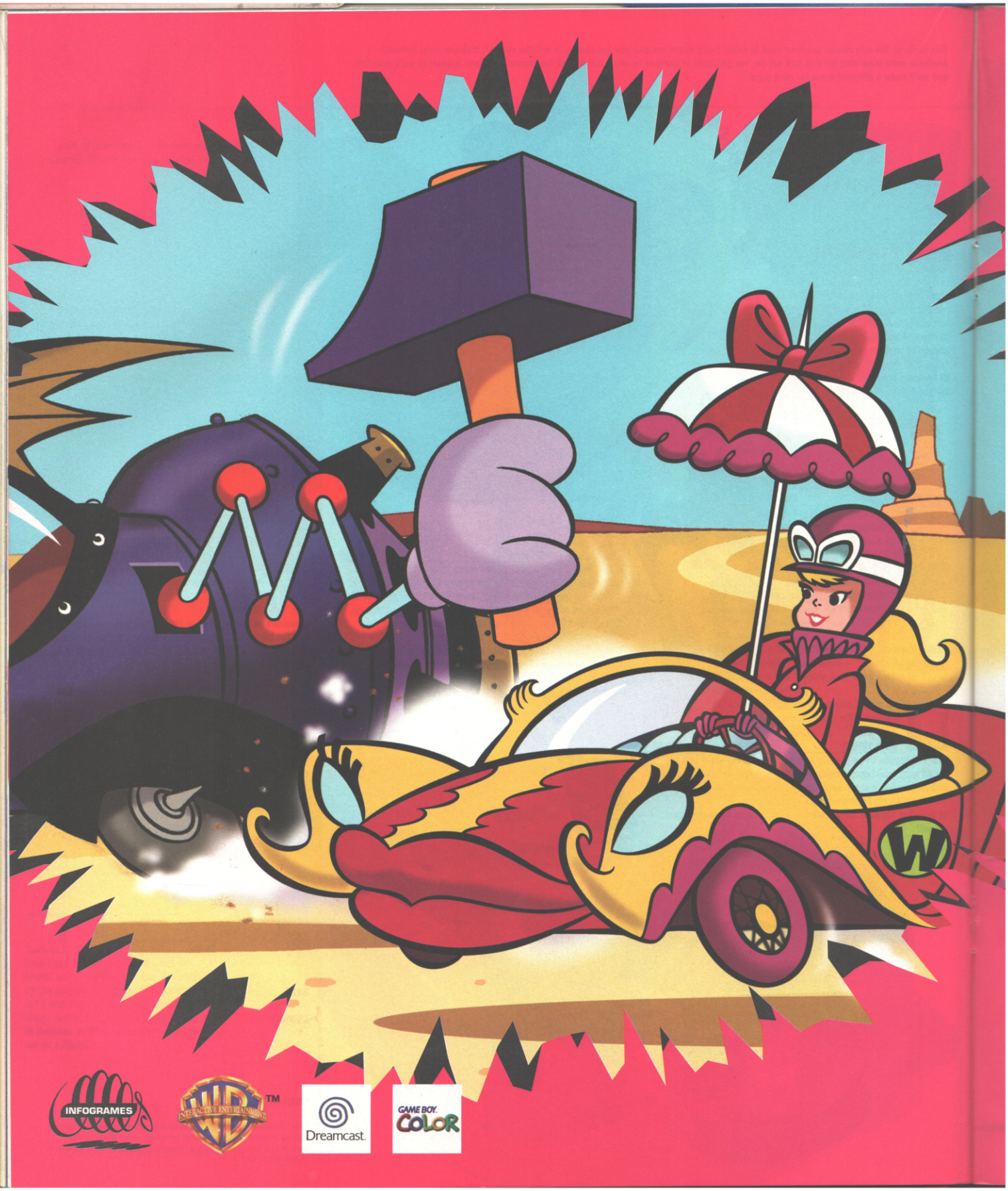
ADDRESS: .....

.....

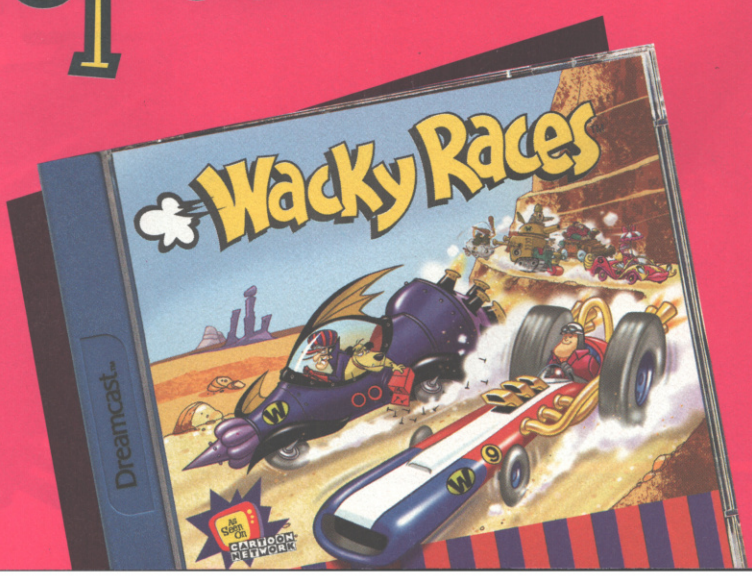
.....

EMAIL ADDRESS: .....

EMAP Active Ltd may contact you about other offers, or pass your name address or e-mail to other reputable companies whose products and services may be of interest to you. Please tick this box if you do not wish to receive such offers ❑


INFOGRAMES
TM
Dreamcast.
GAME BOY COLOR

Be kind, treat other drivers with respect!



DASTARDLY & MUTTLEY AND THE WACKY RACES
and all related characters and elements are trademarks of Hanna-Barbera. ©2000 Hanna-Barbera and Heatter-Quigley. ©2000 INFOGRAMES
Dreamcast is a registered trademark or trademark of Sega Enterprises, Ltd. NINTENDO® AND GAMEBOY™ ARE TRADEMARKS OF NINTENDO CO, LTD.

Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April

EASY

What could be better than playing a game you love for ages and getting paid for it? That's what this tips section is all about. Find out some tips, cheats, secrets, passwords...

GAME BOY COLOR

■ RAYMAN

Everyone has their fave platform character: millions love Mario and Sonic, but Rayman has been the surprise hit character of the year. Here's a real game spoiler from Harry Trout of N London. You'll complete it easily if you use it.

NINETY NINE LIVES: Start a game. Pause and press (Left, A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B).

PC CD-ROM

■ COMMAND & CONQUER: TIBERIAN SUN

The 'Firestorm' add-on to* Command & Conquer: Tiberian Sun *has just hit our shelves and, once again, it's flying off 'em. Samantha Trenton is an army general in the making because she knows when to use tricks and when not to. Follow her orders for success.

ONE HIT KILLS: When playing as NOD, set up two laser fence sections in a route where a lot of enemy troops pass. If both sections are switched on the enemy will not pass through your trap so turn one side off with the Lightning icon. When a unit, even something as big as the Mammoth Mk2 passes through, quickly turn back on your Laser Section and they'll be instantly incinerated. Fry those GDI scum!

KAMIKAZE UNITS: There's a method you can use to make the stoopid enemy blow up their own buildings. Fill a Harvester with Blue Tiberium then drive it beside any building you want eliminated in your enemy base. The dumb-ass opposition soldiers will be so intent on destroying it that they won't notice that, when it blows, it'll probably take the adjacent building with it!

DREAMCAST

■ GRAND THEFT AUTO 2

Grand Theft Auto 2 takes the game to new graphic limits as you do your best to agitate and disrupt the city. Patrick Newsome of Gloucester says he tried a few codes out and came up with these cheats. Nice one!

EXTRA money: Type in MUCHCASH as your name to begin a game with a cool 500,000 dollars. ALL WEAPONS: To get every weapon in the game and the opportunity to do major damage with 'em. To do so, just enter BIGGUNS as your name. But get busted by the police and you'll have them all confiscated. COOL QUIRK: Find the Elvis impersonators,. drive over them all at once and it'll say 'Elvis has left the building' and you get dosh.

■ 4 WHEEL THUNDER

Getting all the tracks and cars takes some time and hard work. For those who lead a hectic schedule and just can't fit in the time needed to get them, Ray Stradbury comes to the rescue with these codes. You're a tenner richer, Ray.

ALL CARS: At main menu screen, make sure Music is on. Now, in the Press Start menu, press (left trigger + X + Start). Then, in main menu, highlight 'Options' and press (X + A). Then, in the Option menu, press (Y + B). You should hear a little sound now if the cheat was entered properly.

ALL TRACKS: In the Press Start menu, press (left trigger + X + Start). In main menu, highlight One Player mode and press (A) to enter it. Go into One Player Practice menu. Press (X + Y) then (A) to enter the next screen. Highlight 'Checkpoint' then press (X) and push the analogue stick to the right. You'll now have to highlight 'Number Of Laps' - if it isn't there then turn the Enemy option off. When you've highlighted 'Number Of Laps', press (Y) and push the analogue stick to the left.

MONEY

PLAYSTATION

■ FIGHTER EX2 PLUS

The Streetfighter series has to be one of the most popular ever and here are Trevor Hawkins of Weston-super-Mare's tips. That'll be a crisp tenner for your troubles.

PLAY AS ALL BOSSES: Here's a quicker way than playing through the whole game. Start a game. In the first two fights you must gain 200,000 points or more. Then beat the first bonus game and when you do, you'll see 'here comes a new challenger' flash across the screen. This'll be Kairi. Beat him with an Excel move and then you'll be challenged by Shadow Geist. Beat the next bonus game, then Garuda and Sagat. Now, when fighting Bison/Vega, beat him with a Super Move. Now, the final battle: beat Bison II and you'll get to fight as all those previously mentioned bosses and a Bison II battle bonus game.

■ VAGRANT STORY

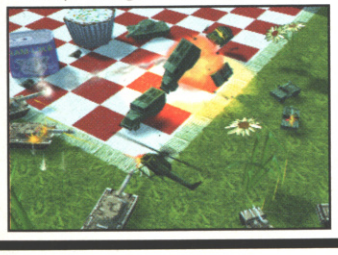
An impressive game that proves there's still plenty of life left in the original PlayStation, and a rock solid buy for RPG fans - but so complicated. Alex Hurt of Carlisle has the scoop. Each of your weapons gets experience points and these also depend on the monster, be it Human, Undead, Beast, Dragon, Evil or Phantom. Here's a way he's sent to make any of the weapons in your arsenal be brilliant against Humans.

UNLIMITED HUMAN EXPERIENCE POINTS: After the Minotaur battle in the Wine Cellar you can use a training dummy (that doesn't fight back – doh!) to practice. This counts as experience so you can build up your weapons' power against those pesky humans.

■ ARMY MEN: AIR ATTACK

A whole series of Army Men games have come out for the Playstation in the last couple of months. Perry Rickett of Govanhill, Glasgow must have very deep pockets or rich parents because he's got 'em all! Here's the levels lor Air Attack laid out for you.

LEVEL SELECT PASSWORDS: At the passwords menu, enter these button codes to open up the corresponding level. GOING CAR-RAZY: (X, Down, Left twice, Square, Circle twice, Right). THE TRAIN THAT COULD: (Triangle, Up, Left, Right, Down, Triangle, Square, Up). TAN TERROR TROY: (Down twice, Square twice, Left, Right, Circle, X). BUG BATH: (Right twice, X, Circle, Down, Up, Down, Up). UNINVITED GUESTS: (Square, Circle, X, Square, Triangle, Left, Up, Right). ANTS IN THE PANTS: (Square, Circle, X, Square, Triangle, Left, Up, Right). SAUCER ATTACK: (Right, Down, Left, Up, Triangle, Down, Up, Down). THE HEAT IS ON: (Circle twice, Right, Up, Right, Up, X twice). MELTING POT: (X, Down four times, X, Left, Right). RIVER RAPIDS RIOT: (Triangle, Up, Circle, Down, Square, Left, X, Right). NIGHTMARE TELLY: (Up twice, Triangle twice, Left twice, Circle twice). DEMOLITION TIME: (Left, Down, Left, Down, Square, Circle, Square, Circle). PICK UP THE PIECES: (Left twice, Up, Right twice, Up, Down, X). HAVE AN ICE DAY: (Square, Right, Left, Circle twice, Up, Down, Square).



NINTENDO 64

■ STAR WARS: EPISODE 1 RACER

This game is one seriously fast racer, and you all seem to think so as it's still riding high in the charts. Thanks to Rodney Ellis from Highbury, North London for this.

MASTER CHEAT: Start a new game in Tournament mode, and go to an empty name spot. Press Up-C if you haven't got one. Input RRDEBUG as your name by holding down Z and using L to put the letters in. You should see it in the lower left part of your screen. Then, still holding Z, use L to push the end button. You should see 'OK' pop up in the lower left of your screen. Then, using Z and L as before, type in RRTANGENTABACUS. Then start any race, pause it at any time, and D Pad hit up, left, down, then right. Cheat options should then show up, and you will be able to use any of the cheats.

■ RIDGE RACER 64

Duh! And there was us thinking that the Caddy Car was the only secret car you could get in* Ridge Racer 64, *and Barnaby Hastings of County Durham has made us all look silly. Many say it's the best* Ridge Racer *game ever and we've all gone back to it to find these cars!

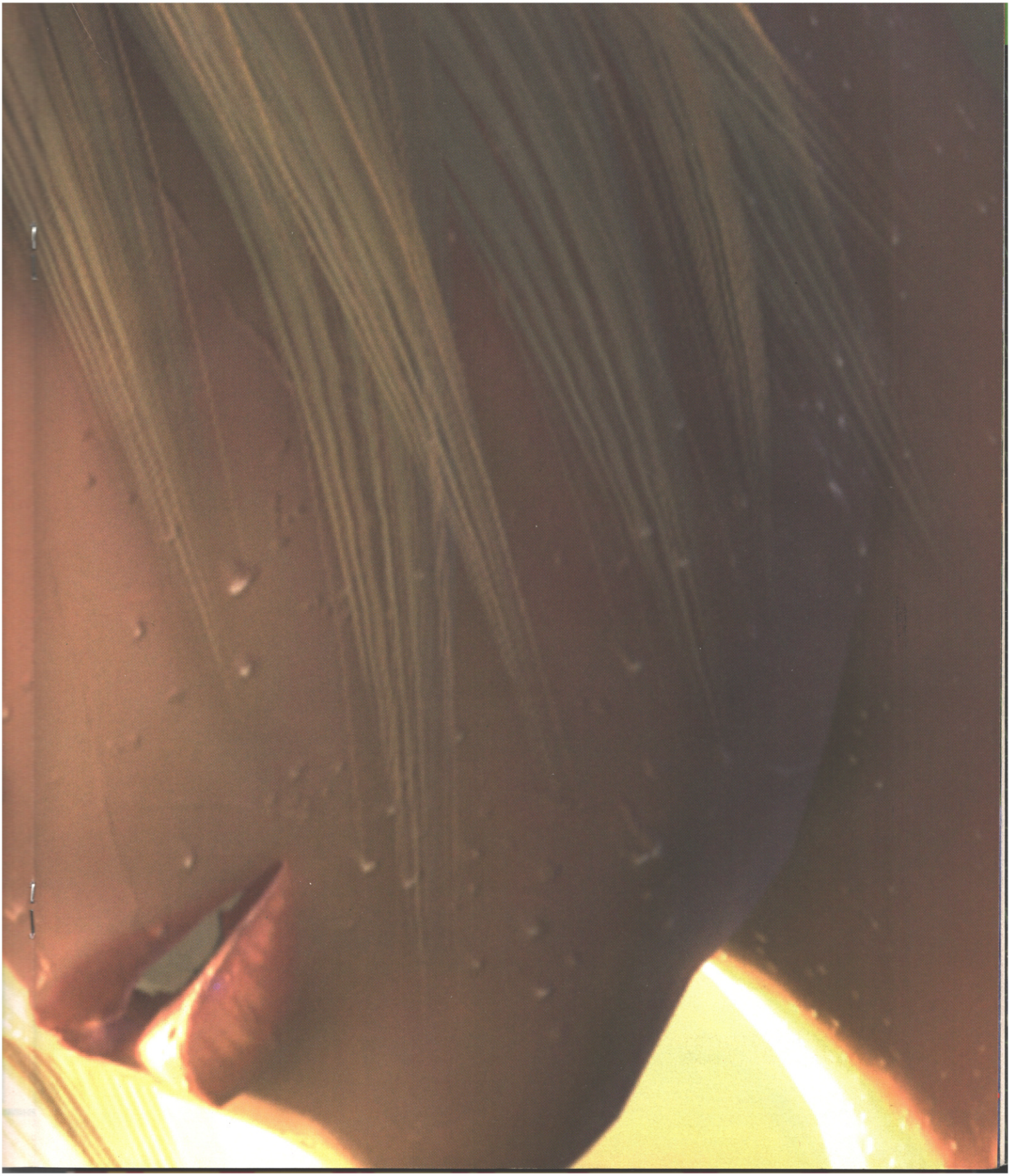
GALAGA 88 – Destroy all ships in the Galaga mini game that you earn after finishing the last course. ULTRA 64 – Get all eight platinum trophies. 00 AGENT – In multiplay beat CPU stage 7 or 8 on X or Z class. POOKA – Do Time Attack Stage stage 7 or 8 in under 2:43. CRAZY CANUCK – Win the Screaming Eagle car attack in Mirror Mode. ROARING RED – First course of Z Class. Use Ultra 64 or Screaming Eagle. Wait just past Midway checkpoint until the helicopter passes, then floor it and use the jump to hit the helicopter.

We went straight back to *Ridge* after hearing of new secret cars

PULL-OUT POSTER

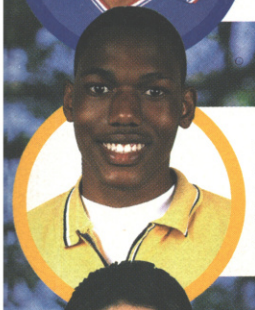
computer and video GAMES

PARASITE EVE 2: She's Ayea and you'll wanna hold her hand, the game's that tense

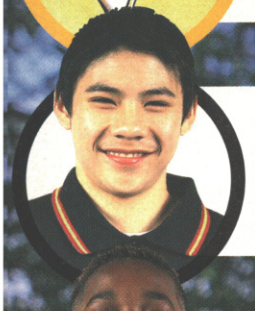


A[illegible]CHAIR OLYMPICS

NAVARDO BELL-FIRE
Age: 15
Spent six months training in his bedroom. Mum pushed food under the door and he toileted out of the window.



JERMAINE GODRINGTON
Age: 15
A natural since he picked up a Joypad aged six months. Completed *Mario 64* aged two and *GoldenEye* at four.



JUSTIN TAN
Age 15
A games obsessive, Justin volunteered to be the first to have a Joypad surgically attached to his arm.

JAHRIE FEURTADO
Age 15
Has played so much his eyes have fused open. Sleeps by sitting in front of a rolling *Colin McRae* demo all night.

AARON RICHARDS
Age 15
Swears it's never taken him over three hours to complete any game. Is being observed by the console genius.

GOING FOR GOLD!

In case you hadn't noticed, the Olympics are on this summer – but why not host your own? Find out who's your local games daddy with the CVG Pentathlon

WORDS: STEVE O'HAGAN **PICS:** KENNY P

Every four years the world's finest athletes meet up to sort out who's top dog. But who gives a monkey's about real athletics? It's video games that count. It's who can wipe the floor with everyone else at *Tekken* or who can out-frag all comers on *Quake 3* that gets the juices flowing. So don't let a bunch of lycra-clad glory-hunters monopolise the competition stakes this summer – it's time to host your own killer compo with our handy guide.

THE BASICS

To get on the road to a Gold Medal, first step is to get on the blower and sort out the following:

1) WHO'S UP FOR IT?

Find out who's got the balls to lay it on the line. If they aren't up for it, then they're obviously scared pussies. You could go with just two of you but the more the merrier.

2) WHAT PLATFORMS HAVE YOU GOT?

The finest games players are masters of many games on many formats. So the more platforms you can get together to use the better.

3) YOUR PLACE OR MINE?

Next thing is the venue. See who's got the biggest bedroom or who can guarantee a free living room for the whole day.

4) NAME THE DAY

You've got the competitors, you've got the place, all that remains is to set the time. And with summer stretching out in front of you, that shouldn't be too tricky.

ARMCHAIR OLYMPICS

SORT THE CVG PENTATHLON

The best gamers are masters of all genres, so there's no better format than the multi-discipline pentathlon to decide who is the master. To set up the CVG Pentathlon, you need to choose five games that mirror the shooting, fencing, swimming, riding, and 3000 metres events from the real thing. The winner of each event gets three points, two points for second and one for third. You can photocopy one of our scoresheets at the bottom of the page for everyone. Here are the events we chose...

THE EVENTS THE EVENTS THE EVENTS THE EVENTS THE EVENTS THE EVENTS THE EVENTS THE EVENTS THE EVENTS THE EVENTS THE EVENT

SHOOTING

A classic test of nerve and accuracy.

■ **Game Chosen: *GoldenEye*, N64**

How it works: To test the awesome (or not so) shooting skills of our plucky five, we gave each player a minute to try and score as many headshots as possible on the Archive level, Secret Agent mode.

FENCING

A dual of cut and thrust.

■ **Game Chosen: *Soul Calibur*, DC**

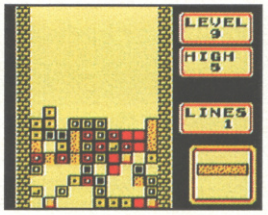
How it works: Martial prowess is what really counts in fencing so the challenge was to see how many computer opponents each contender could defeat in Survival mode on hard difficulty.

RIDING

Where the ability to navigate obstacles is paramount.

■ **Game Chosen: *Mario 64*, N64**

How it works: Platforming is the name of the game here, so we set a two minute time limit in which each player has to try to grab as many coins as they can on level one on this Nintendo classic.



SWIMMING

Nearest thing to a sprint in the Pentathlon.

■ **Game Chosen: *Tetris*, Gameboy**

How it works: We needed an event that relied on pure speed. So what could be better than seeing who could crack *Tetris* mode B in the quickest time?

3000 METRES

A straight endurance track race.

■ **Game Chosen: *Gran Turismo*, PSX**

How it works: It had to be king of racers *Gran Turismo* to settle this one so we put each competitor in a Nissan Skyline on the High Speed Ring track to see who clocked the fastest lap on time trial mode.

HERE'S HOW OURS WENT HERE'S HOW OURS WENT HERE'S HOW OURS WENT HERE'S HOW OURS WENT HERE'S HOW OURS WENT HERE'S HOW OURS

EVENT 1 *GoldenEye*

Winning score: 16 headshots.

Pre-tournament favourite Aaron proved the king of this one, scoring a mighty 16 headshots in the minute allotted. Jermaine grabbed second with an impressive 14, with Navardo third on 11.

EVENT 2 *Soul Calibur*

Winning score: 5 characters defeated

Jermaine came in first place here by whipping a whopping five opponents before finally going down, and was followed by Justin in second and Jahrie in third.

EVENT 3 *Mario 64*

Winning score: 25 coins

Aaron grabbed another three points with an impressive coin haul of 25, while Jermaine kept his tally high by managing 22. Jahrie limped in third with 19.

EVENT 4 *Tetris*

Winning score: 1.55 mins

Jermaine bagged the three points here by knocking out the 25 lines in just 1 minute 55 secs. Jahrie scored a 2m 01s for two points and Navardo got one point for 2m 10s.

EVENT 5 *Gran Turismo*

Winning score: 1.02.45

We could almost smell the burning rubber as Jahrie clocked in at 1.02.45 for three points, Justin snagged two for 1.03.13, and Navardo one for 1.07.23.

WHAT'S IN IT FOR THE WINNER?

There are two ways to motivate an athlete. The traditional way is to offer a nice medal and prize for winning. To do this either hassle your mum for some cash or all contestants should chuck in a few quid each into the prize pot. You can buy medals and other trophies from places like www.berksway.co.uk.

OR

A more unconventional motivation technique was used by the Iraqi football team coach when his side lost to neighbours Iran in a vital World Cup qualifier. The team was stuck in jail, hung upside down and beaten on the soles of their feet with sticks. A bit extreme, but you could at least go for a few cheap jibes at the loser.

TORCH RELAY

The torch is usually carried from Mount Olympus in Greece to the arena. We managed to jog with a bicycle light from the local Greek restaurant back to ours before collapsing with exhaustion.

MEDAL CEREMONY

Of course you need to sort out an official medal ceremony where everyone has their favourite tune played and gets the opportunity to lord it over the feeble losers. Never mind if you missed out on gold by only a point – it's only another four years to the next one.

SCORECARD SCORECARD SCORECARD SCORECARD SCORECARD SCORECARD SCORECARD

Competitor's name: . . . . . Competitor's age: . . . . . .

1	2	3	4	5
Score:	Score:	Score:	Score:	Score: . . . . .
Rank:	Rank:	Rank:	Rank:	Rank: . . . . .

THE RESULTS

GOLD: The mighty and consistent Jermaine with a massive 10 point haul took the top accolade.

SILVER: Impressive Jahrie pulled out all the stops when it counted to clinch the silver with a healthy seven points.

BRONZE: Third place went to the strong starting Aaron, who just couldn't maintain the pace all the way through.

ARMCHAIR OLYMPICS

THE BIG DAY ARRIVES

Follow this checklist to ensure a smooth day of competition and to maximise your performance

1) PREPARE WELL
Eat plenty of energy-giving carbohydrates and drink lots of fluids. No staying up late the night before getting some last-minute practice in. You've got to keep yourself sharp. Call your dopey mate who always forgets everything to make sure he turns up on time.

2) SET UP THE GEAR
Minimise distractions. Banish mum, dad, and little sis from the room for the day.

3) LET THE GAMES COMMENCE!
Take a deep breath, think of what's at stake and let's go

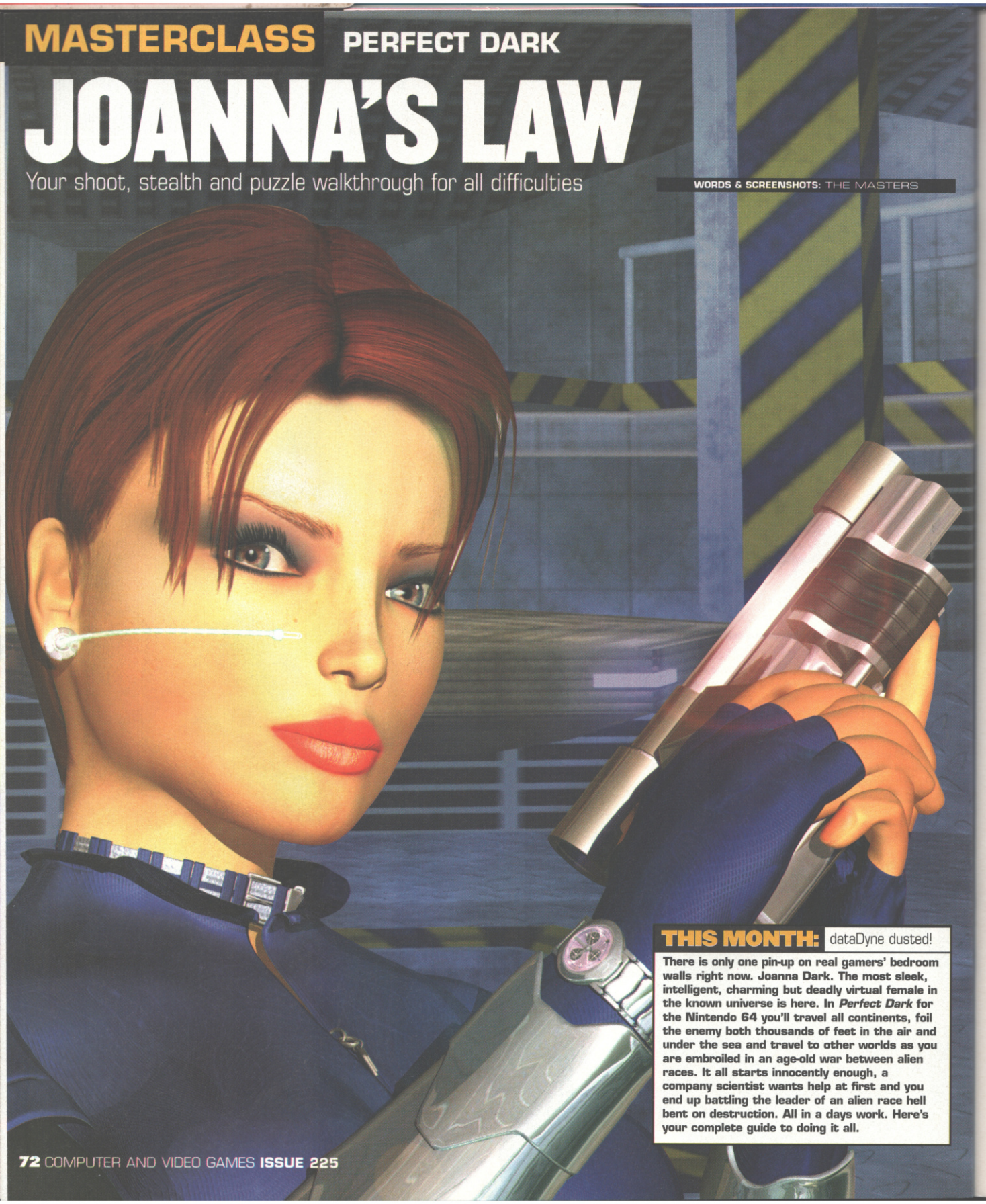
MASCOTS

The Sydney Olympics has got three official mascots – Olly the Kookaburra, Syd the Platypus and Millie the Echidna. Now the zoo might not take too kindly to you breaking in and stealing three of it's most exotic Antipodean exhibits, so you'll have to make do with something a bit closer to home. We managed to come up with a blow-up Jordan off the cover of Max Power magazine, Kermit the frog and a Pikachu. Sadly, by the end of the day, Jordan got burst, Kermit got cola spilled all over him and Pikachu was pulled apart limb from limb by an enraged Justin. Never mind.

JOANNA'S LAW

Your shoot, stealth and puzzle walkthrough for all difficulties

WORDS & SCREENSHOTS: THE MASTERS



THIS MONTH: dataDyne dusted!

There is only one pin-up on real gamers' bedroom walls right now. Joanna Dark. The most sleek, intelligent, charming but deadly virtual female in the known universe is here. In *Perfect Dark* for the Nintendo 64 you'll travel all continents, foil the enemy both thousands of feet in the air and under the sea and travel to other worlds as you are embroiled in an age-old war between alien races. It all starts innocently enough, a company scientist wants help at first and you end up battling the leader of an alien race hell bent on destruction. All in a days work. Here's your complete guide to doing it all.

1: BATTLE BASICS

You'll come across so many different adventures in the many levels of this game that real skill is needed all the time. Here are a few common rules that should see you right when everything else isn't.

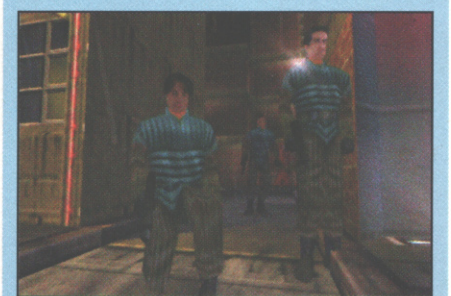
Guards follow set behavioural patterns. Know these and take advantage of their weakness

ALL THOSE GUARDS

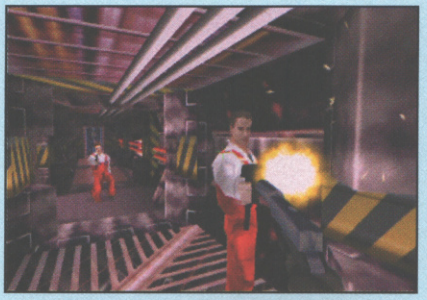
The main barrier towards achieving the level objectives are guards. They wear all kinds of costumes and have different weapons but there are a number of things in common that you can use to your advantage. Each guard follows a set pattern. They see, they shoot, they pause and re-evaluate. If you are in very close proximity they'll hit you, if you are still in sight they'll shoot again and if you've disappeared they'll follow to where you were last. Take advantage of the first pause by darting out and in again to induce them to shoot then nip out and fill them with lead when they're pausing. This is the daring option and should only be used against one or two guards. The second applies to larger numbers. Dart out then retreat and wait round the corner for them. Then just pick 'em off when they appear. But don't forget to reload whenever it gets quiet.

GETTING AROUND

Perfect Dark consists of both close corridors and large expanses in its levels. But whichever type of terrain you encounter there are three rules of thumb to follow. One: have a compass inside your head. Always bear in mind what is 'forward' and explore all areas left and right until you have to go forward, then you'll always find everything in the level. Two: quite an obvious one, but something that people will forget in their ecstatic rush to first complete it on Agent setting. If you've explored an area, always 'tag' it somehow with a bullet or two or remember its features so you don't end up going around in circles. Thirdly, talking of bullets, look for the signs of battle and bloodstains to confirm that you've been to a place before.



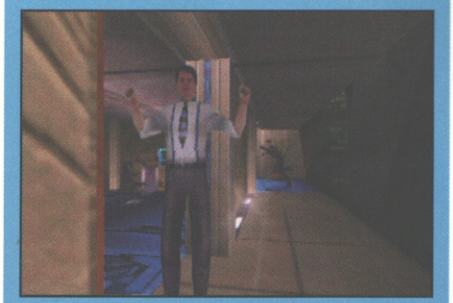
Lure mobile guards to their doom. If they are stationary, hold R and press Left or Right C to lean out from an obstacle



If you stick to a few set rules of orienteering, confusingly wide or claustrophobically close levels won't be a problem. Tag areas you've explored with a bullet so you recognise them

2: DATADYNE DEFECTION

Joanna must get to the bottom of the dataDyne building and find the secret entrance to their private labs. Of course the ground entrance is too heavily guarded so you start on the roof.



When you apprehend the dataDyne cohort, follow him and he'll open his computer files. Whatever you do, don't let him do anything else on that keyboard

DISABLE INTERNAL SECURITY HUB (Special/Perfect agent)

Be aware as soon as you start that on Special and Perfect Agent this whole building is littered with security cameras that will alert the guards to your presence if they see you. Take aim and shoot 'em out, but make sure you're not too close to be spotted. Go through a couple of slatted doors after the heliport to an area with a downwards metal slope, a large ventilation fan and light switch. There's also a red lit console in the corner. Equip an ECM Mine and chuck it onto the screen itself.

OBTAIN KEYCODE NECKLACE (Special/Perfect Agent)

On the next floor down after the first staircase is a hall with two lifts and some double wooden doors in between them. Switch to unarmed. On Perfect Agent you'll then have to hit the switch on the table which is nearby, before heading on in. Quickly punch Cassandra's lights out (pausing just long enough to smile smugly to yourself) and you'll then be able to grab the keycode necklace.

DOWNLOAD PROJECT FILES (Perfect Agent only)

This is a tricky one, so make sure you've cleared all of the vicinity and the next floor down of guards. On the floor below Cassandra's office, follow the corridor until you have the window on your right and two single wooden doors to your left. You'll hear a conversation about Dr Carroll. A scientist will leave the office. Apprehend him. He'll take the lift down a floor and go to two single consoles in a room you may have seen if you took our advice and cleared the next floor down of guards. He'll start working on the console. As soon as he says 'I'm in', punch his lights out, equip the Data Uplink and download the data. If you don't punch him in time he'll raise the alarm and erase Dr Carroll's personality.

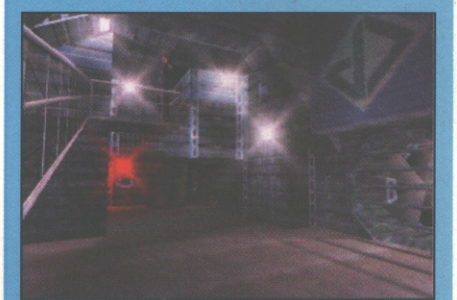
Know who and who not to kill. Cassandra's a mouthy sort but if you kill her you'll have failed the mission. Just punch her cheeky lights out

DISABLE EXTERNAL COMMS HUB (Special/Perfect Agent)

The first of two jobs to do in the foyer. Be very careful as soon as the lift takes you down here. There are very few places to hide and the area is absolutely littered with guards. Lure guards to their doom by letting them see you and retreating to a place where you've got your back to the wall. Once the area is cleared of guards, go into the room at the bottom of the wide stairs and on the right of the dataDyne logo. Then attach an ECM Mine to the smaller, lower console in the Security Room and you've completed the objective. Just time for a quick pat on the back.

SECURE THE SECRET LIFT (All difficulties)

On the left of the dataDyne logo is a panel that slides open if you stand near it. What are you waiting for? Stand near it. Follow the route here to another secret panel on the left of a desk with a PC and you'll see the lift. Jump in.



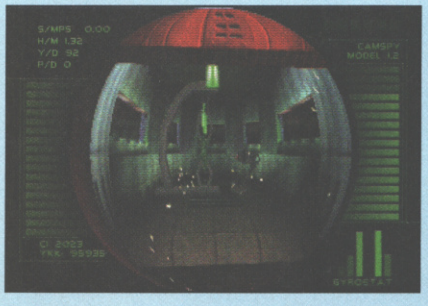
The security hubs are quite easy to find, but heavily guarded. Plant an ECM Mine on each

3: DATADYNE INVESTIGATION

Now in the hidden labs of the evil dataDyne corporation, Joanna must find Dr Carroll, a scientist who has expressed concern at the morality of his work.

HOLOGRAPH RADIOACTIVE ISOTOPE (All difficulties)

Turn left out of the lift and follow the route. After a glass partitioned room you'll find a room with a number of doors leading off it. Take the right door, open it and shoot the two guards. Don't go any further or you'll start to be affected by radiation. Equip the CamSpy and steer it into the red lit room. In the centre of the room you'll see a green glowing substance in holding equipment. Press Z to take a photo.



Don't go into the room holding the radioactive isotope, you'll be poisoned. Use the trusty CamSpy

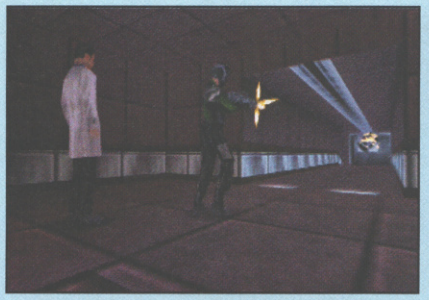
START SECURITY MAINTENANCE CYCLE (Special/Perfect Agent)

There are two routes you can take here. The hard and the easy. The hard is via the smaller door leading off the hub room that led to the isotope. The easier way is to wait by the first door you come to after turning left out of the lift. Soon a maintenance droid will arrive and a small hatch will open to allow it through. Follow it and hug the left wall, down a slope and through a door. Keep hugging the left wall and you'll be prompted. In this area, use the two consoles to switch off the maintenance cycle, reprogram the droids then reactivate them.

SHUT DOWN EXPERIMENTS (Special/Perfect Agent)

Go back to the hub room and take the last door you haven't been through yet, leading to Sector 2. This area contains a series of labs where you'll complete this and do most of the next objective. To shut down experiments, visit each lab and apprehend the scientist. They'll all shut 'em down except the last one who'll set off an alarm. Just punch him and turn the alarm off. Find the console yourself and press B next to it.

You'll have to apprehend scientists to make them stop their experiments. But be careful, the last one sets off an alarm



There are three experimental technologies. One is a K7 Avenger, another is Night Vision Goggles and the third is a shield

OBTAIN EXPERIMENTAL TECHNOLOGIES (Perfect Agent only)

In Sector 2's labs there are a few other shady goings on. Down a red lift you'll see a gun being tested. Shoot the guard and take the K7 Avenger. That's the first experimental technology. Further on, as soon as you enter the lab you'll see some equipment in a glass case. Shoot the case and grab the second item: a pair of Night Vision Goggles. The last item is off a glass tubed hub room at the end of Sector 3. One door leads to Carroll and the other to the third experimental technology, a shield.

LOCATE DR. CARROLL (All difficulties)

After finding the passage leading to the third experimental technology go back into the hub room and open the other door you haven't been through yet. Stay where you are. There are two Drone guns to drop before going through this passage and finding Dr Carroll at its end.

4: DATADYNE EXTRACTION

Carroll, actually an artificial intelligence, is in hand but Jo has alerted the whole building of her presence. Can she get out? It's up to you *Dark*'ster.

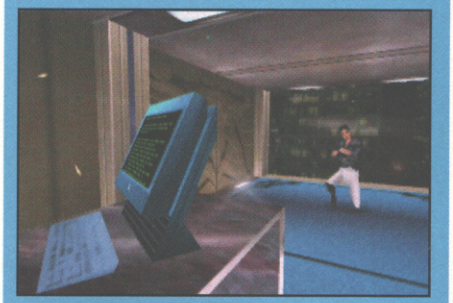
GAIN ACCESS TO UPPER FLOORS (All difficulties)

As soon as you start the level you are plunged into darkness. Equip Night Vision Goggles and make your way around and up the foyer stairs. When looking down the stairs, take the right side lift. One technique that you can use in order to minimise the risk of Dr Carroll getting caught in crossfire is to go up the lift without him. It's not a problem, you'll still complete the objective and Carroll is less likely to be killed in action. You can go and find him later if you haven't by the end of the level.

The dataDyne hovercopter is a mutha. You can only take it out with a Rocket Launcher and you only have one rocket...

DEFEAT CASSANDRA'S BODYGUARDS (All difficulties)

Throughout the building are a number of foxy ladies with white leggings, black leather jackets and stiletto boots. They are holding shotguns and gunning for you. Don't worry, they aren't in hard-to-find places. When you get to the upper room where you planted the ECM Mine in the previous level, you'll be confronted by five of the last bodyguards. Equip Night Vision. The lights are going off. The tactic for dropping these honeys is this: after the cutscene, aim and drop the bodyguard to the left in the corner then run to where she is. Turn around and hit the one standing next to the fan. You're safe now, they don't stray from their spots. Then edge out and take the rest.



On Perfect Agent even the elevator isn't on your side. You need to turn it on again in an office with a snarling female bodyguard

REACTIVATE OFFICE ELEVATOR (Perfect only)

On the first floor up you'll defeat a single bodyguard in the back of an office. You can't go up any further so reactivate the office elevator from the console here and continue the level.

Cassandra's bodyguards aren't that tough in singles or couples. But meet their shotguns in numbers and there'll be trouble

DESTROY DATADYNE HOVERCOPTER (Special/Perfect)

Once you've reached the main floors of the dataDyne building you'll find that there's a helicopter gunship shooting at you. This means evasive action – you can't do anything in areas where there's a window next to you for fear of being shot. So travel up floors until you hear voices just before you enter a new floor, then charge in right, take out the guard and grab the Rocket Launcher. Go into the stairs area on the right of the weapon for cover. Shoot the glass in front with the gun, then equip the Rocket Launcher. Stand in a place where you've got a clear shot, then shoot at the gunship. You've only got one rocket, so be very careful.

RETURN TO HELIPAD FOR EVACUATION (All difficulties)

Simple. After taking out the last of Cassandra's bodyguards go and find Carroll if he isn't with you then go back up to the helipad to end the level.

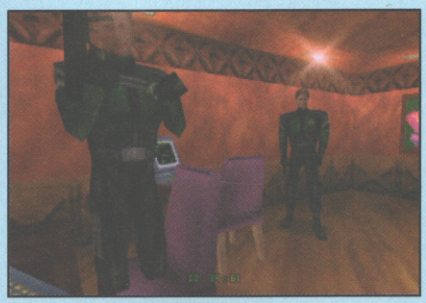
5: CARRINGTON VILLA

After Joanna aided Carroll's escape, dataDyne are desperate to get him back. They go to the lengths of kidnapping the boss of Jo's company, Daniel Carrington.

SAVE THE NEGOTIATOR
(Agent/Special Agent)
As soon as you start the level on Agent and Special you'll have to run forward, target the two guards on the pier below and take them out. On Perfect Agent you don't have this option, it's you who's down there about to be shot. Pause quickly, equip your Laptop gun and take out the two guards, plus a Sniper standing on the rooftop ahead.

The snipers are an excellent opportunity to witness the awesome sight of your own Sniper Rifle. Stand in the right place so he can't see you and enjoy this amazing weapon

ELIMINATE ROOFTOP SNIPERS
(Special/Perfect Agent)
There are a number of Snipers standing on the rooftops. From where you start the level on the first two settings follow the route until a junction. Immediately to the left is a sniper. Take him out and turn right to another blue arched doorway. There's one guard straight ahead, two on a far off roof to the left and one closer hidden behind a fern. Don't forget the one far out at a lighthouse to the right. Enjoy this objective, the sight on the Sniper Rifle is awesome.



The hardest objective on this level is to eliminate the hackers in time. Learn their locations, find the quickest way to rush up there and dust 'em before they download

ACTIVATE WIND GENERATOR
(All difficulties)
Head downstairs in the Villa until you're in underground passages. To the left is a big blue machine, to the right is a water caverns type room. Press B next to the furthest console in the water caverns area, then the closest, then the one on the big blue machine.

LOCATE AND ELIMINATE DATADYNE HACKERS
(Perfect only)
You'll have to be really quick here. Hurry upstairs, equip your R-Tracker and find the locations of three guards sitting at PCs. Shoot the guards but not the equipment. If you're not quick they'll download the data they want.

To capture a guard just beat 'em up. Use Disarm to take their weapon, then delight in taking your woes out on them

CAPTURE DATADYNE GUARD
(Special/Perfect Agent)
This is the easiest objective of all. What you'll need to do here is simply punch any guards lights out. Automatic capture.

RESCUE CARRINGTON
(All difficulties)
After activating the wind generator, you'll have access to new parts of the underground passages. One side leads to a route full of shelves and bottles. Get to the end of this area. The last guard you kill (not the one at the end) has a keycard. Depending on what difficulty you are playing at open the door behind the last guard in the bottles area or backtrack to the wooden door opposite the bottles passage to find Carrington.

6: CHICAGO STEALTH

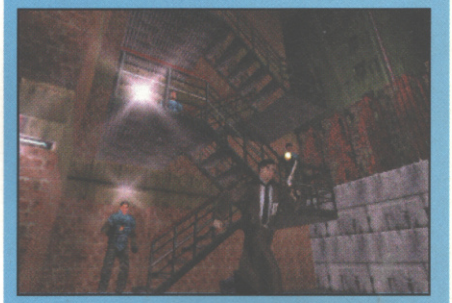
No sooner than having rescued her boss, Joanna is whisked off to Chicago to investigate a building that is thought to be a front for dataDyne.

When you are using the reprogrammer on the taxi maximise your time. Wait for the security droid to go around the corner

RETRIEVE DROP POINT EQUIPMENT
(All difficulties)
In the first area, go via the passage, turn left into a room in the next open area. Use this room as cover. When area ahead is clear (hide when the Security Droid appears) run forwards, turn right at the corner and left at the next. Jump into the small storm drain here. Under the grille closest to the street is a suitcase. Grab it to retrieve the drop point equipment.

ATTACH TRACER TO LIMOUSINE
(Perfect only)
From the drain, turn around and head to a wide water ditch. Turn left, lie down and go into small hole here. Go to its end, stand up and press B at the red grate to open it. You are underneath the limousine. Equip your tracer and throw it on to the bottom of the limo.

PREPARE ESCAPE ROUTE
(Special/Perfect)
Turn back, out into water ditch and take next hole on the left. You'll end up underneath the taxi - go into the red-lit passage opposite. Further on you'll see a set of fire escape stairs. Lose all guards in the area and attach a remote mine to one of the blocked off doorways on the landings of the stairway.



In the next level you'll be inside the G5 Building itself and you'll be needing a good place to leave afterwards. Prepare that perfect escape route here

CREATE VEHICULAR DIVERSION
(All difficulties)
Return to the cover room. Clear the area ahead. When the Security Droid has just left the area is the best time to do the next objective, so stand near the taxi and equip the Reprogrammer. Press Z next to the taxi to start the process. When it says reprogramming is complete, go back to the cover room.

Attaching the tracer to the limousine isn't difficult, you just don't have a lot of time and have to know the right drain to go into to get underneath it

GAIN ENTRY TO G5 BUILDING
(All difficulties)
Once the taxi flies off and explodes, run back in the direction of the storm drain where you got the drop point equipment from. This time, instead of turning left and jumping down into it, turn right. At the end of this passage is the lift leading up to the G5 Building.

Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April

7: G5 BUILDING

Once inside the fortified G5 building, Jo seeks to get evidence of the dataDyne conspiracy, foil their plans and get out in one piece.

Most of this level is about finding consoles and deactivating them. Make sure you don't blow up the damping field generator until you've deactivated them all

DEACTIVATE LASER GRID SYSTEMS (Special/Perfect)

After making your way through a couple of car park levels, you'll get to a small stairway. Before you go into the next room, make sure the CMP-150 is equipped. Go in, rush right and take out two guards here who will go for the alarm if you don't. Then turn around and take out another. There are a number of consoles in this area that don't have the word 'alarm' written on them. Press B next to all four of them and you'll de-activate the laser grid system.

DISABLE DAMPING FIELD GENERATOR (Perfect only)

Go through the door that's next to the alarm and up the stairs into next area. Stand in the passage entrance and lose the four guards ahead. If you get into a major firefight in this area some of the equipment might blow and you'll fail the mission. Once the area ahead is clear, press B in front of computer screen.

HOLOGRAPH MEETING CONSPIRATORS (All difficulties)

There's another locked door to the left of the alarm switch. You want to get into the area behind. That's why you deactivated the lasers. In this area climb the stairs, go across the walkway and lie down to get into the gap ahead. Travel across this narrow gangway over the door and turn left. At the small gap ahead equip your CamSpy and steer it through the gap ahead.

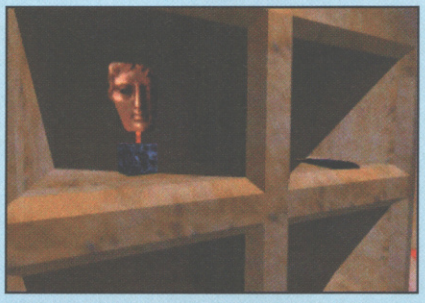
Remember the remote mine you planted last level? Depending on what floor of the staircase you put it, a blown hole will appear after you press A+B

RETRIEVE BACK-UP FROM SAFE (All difficulties)

Drop down and into next door. The next room has a door on the far right and a passage leading left. Go into the room on the far right. The safe's inside. Equip your Data Uplink and press Z by the small screen on the wall. The alarm will now sound and you'll have to kill loads of guards. Once the safe door's open, admire the Bafta that Rare won for *GoldenEye* on the left, then grab Dr Carroll's AI back-up on the right.

EXIT BUILDING (All difficulties)

If you're playing in Agent mode, Carrington will blow an exit for you. Go through the passage opposite and travel up the floors until you find the blown-through hole. On harder difficulties you'll have to blow the hole yourself. Easy. Just press A+B to detonate the Remote Mine then go and find the blown door.



Notice the award that Rare received for the success of *GoldenEye* in the safe as you grab the data back-up

8: AREA 51 INFILTRATION

Some friends of Carrington have been shot down in the Nevada desert and have been taken to Area 51. Why? No time for questions Joanna, rescue them!

Be careful with the guards on the tower. Your Magsec 4 is the only weapon you hold with a Scope and it's wildly inaccurate

PLANT COMMS DEVICE ON ANTENNA (Special/Perfect)

Past the tower holding two guards is a brightly lit tunnel. Beyond this is an open area which leads to the Area 51 foot entrance. In this area are two Drone Guns and a whole heap of guards. Once you've cleared the area, press the button on the side of the antenna to lower it. Then plant your Comms Device on it. Be aware that loads of guards, including one holding double Magsec 4s, will arrive in a big old hurry after you carry out this objective.

SHUT DOWN AIR INTERCEPT RADAR (All difficulties)

In the area past either the helipad or the tower switch is a ladder leading downwards. Go down and into the door ahead. These are the mainframes you have to blow to shut down the radar. Plant some explosives on the computer screen in this area. Do this on Special and Perfect Objectives and you'll enable a laser security system along the wall edges and you can't get out. Prevent this by getting rid of the metal laser contact points along the wall before planting explosives.

Destroy the Robot Interceptors before they take to the skies to attack you. You'll have a tough time if you don't

DISABLE ALL ROBOT INTERCEPTORS (Perfect only)

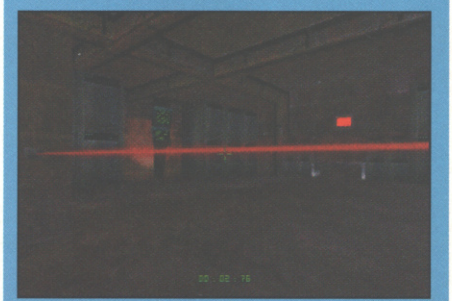
The tower with the two guards has a switch that leads to another area. Another way to get to this area would be across the mined helipad and into the small hole. After hitting the tower switch, go down quickly and head back to get into this area from this door. Shoot the Robot Interceptor in the distance while it's still not working. Two more to get. They're on the side of the Antenna area in pods. Shoot 'em. One of the three vehicles is a hoverbike and it won't blow.

GAIN ACCESS TO HANGAR LIFT (All difficulties)

When you hit the switch in the tower and head through the new doorway behind you, you'll see a man dressed in black in the distance, next to a Robot Interceptor. Shoot him then run to where he was to grab the keycard he dropped. Be careful though, there are three Drone Guns here. Once you have the card, press B next to the console to access the lift.

MAKE CONTACT WITH AGENT (All difficulties)

Jonathan is at the end of the level. At the bottom of the lift is a hangar. Go through the lift door on this hangar's upper level and to the left. Once in the next hangar area, go to the far end and open a door under a metal slope. Jonathan is inside.



The underground mainframes are protected by a security laser on harder levels. Shoot 'em out before planting the explosives

9: AREA 51 RESCUE

Joanna has located the labs where the captives are being held. She'll have to use all her powers of stealth, deception and combat to succeed.

DESTROY COMPUTER RECORDS
(Perfect only)

Make your way to the highest walkway then find a lit pillar marked 'X'. After clearing the whole area of guards, take the explosives box there and shoot it. Turn right at the blown hole. Follow the corridor veering right, then take the first door left. Punch out the guards and use the Data Uplink on the console. Go into the room opposite. Punch the guards and use the Data Uplink again. This'll make the doors malfunction. Leave and take the corridor back the way you came. Into the next door on your right, lose the guards and shoot the console here to complete the objective.

The lab clothes are in different places on different difficulties. Wear the disguise when you enter the autopsy lab

LOCATE CONSPIRACY EVIDENCE
(Special/Perfect)

In the two lab rooms (where you can raise containment units) there's a dead alien somewhere. Get to these labs by turning left at the blown hole. They'll be on your left and right soon on. Press all the switches in these two labs to raise the containment units. Equip your X-Ray scanner and look at all these units until you see the outline of an alien. Stare at this alien for a few seconds and the objective will be complete.

OBTAIN AND USE LAB TECHNICIAN DISGUISE
(All difficulties)

The location of the lab clothes changes depending on what difficulty you are playing. In all levels you'll have to find the pillar marked 'X' on the highest walkway you can get to, then blow a hole in the wall. On Agent a lab technician is just inside here holding the clothes. On Special and Perfect Agent the clothes are in a guards' mess room. Get to it by turning right at the blown hole and going all the way to the end of the corridor. The mess hall can be accessed via two single metal doors on the left and right of the final door in this corridor. If they are locked, make some noise by killing guards until one comes out of the door. Then sneak in. On Special Agent a man is holding the disguise in the shower area and on Perfect the lab clothes are randomly placed in a locker.

GAIN ACCESS TO AUTOPSY LAB
(All difficulties)

You won't get into the autopsy lab unless you are wearing the lab clothes. The autopsy lab is the first right after turning right out of the blown hole. Go in, through the corridor and into the lab area. Near the door to the far right of the area is a lab tech. Kill him and grab his keycard. If he doesn't drop one then go into the door here and soon you'll see another lab tech who will have the keycard. Hurry, you're on a timer. Leave the area, back to the main passage. Turn right and in the next door on the right. Down the corridor, into lab area.

Some of the lab technicians on this level shoot sedatives at you, which make your vision staggeringly blurry. You're in a lot of trouble if you get like this

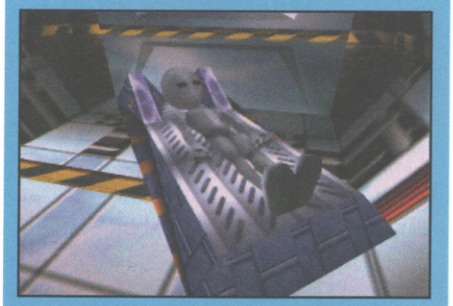
RESCUE THE CRASH SURVIVOR
(All difficulties)

Once you're in the lab area, go to the furthest right door and, again, take out a guard or lab technician who'll be holding a key to the final area where the alien is being held. Be careful though, a lot of the lab technicians here will be shooting some nasty sedatives at you which will seriously impair your vision. Get the keycard and go in to rescue the alien.

Finding the right consoles is all very well, but knowing which ones to destroy and from which to download viruses is a daunting task. Thankfully, we show you how.

10: AREA 51 ESCAPE

Joanna has rescued the kidnapped friend of Carrington, the only survivor of the crashed party. It's an alien! Jo must quell all curiosity and get on with the job.



Normally you just have to find Elvis and he wakes up. On Perfect setting, however, you'll have to find a Medpack and manually wake him up yourself.

RENDEZVOUS WITH AGENT
(All difficulties)

Jonathan is in different places on different difficulty settings. Drop Elvis off by turning right at the main passage and following the corridor. Get to the downwards slope at the back of one of the containment labs and on to the outside walkway. At the other end of this building is a metal door. On Agent, Jonathan is just inside. On Special/Perfect Agent, continue past four automatic doors, turn right, pass a walkway and he's in a room with large, blue computers.

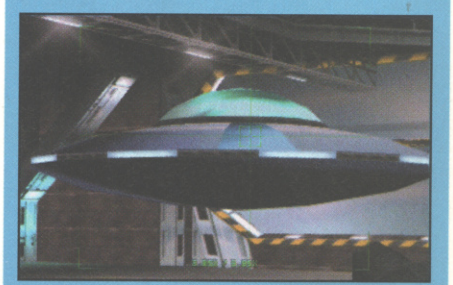
Jonathan is in different places on different settings. He's good against guards but don't leave him alone against enemies

GAIN ENTRY TO SECRET HANGAR
(All difficulties)

Jonathan will let you lead him to the room after the containment lab's downwards slope. Backtrack and he'll prompt you when he's there. He'll work on a red section of wall and you'll have to protect him from a couple of guards. When it blows, go in and you've found the secret hangar.

LOCATE ALIEN TECH MEDPACK
(Perfect only)

In the room where Jonathan usually is, push a crate to the glass shield here and shoot it to break the glass. Press B at the console here and continue. The door on the right holds a Shield on Special Agent and the alien tech medpack on Perfect.



If you walk away when Jo, Elvis and Jonathan are under the UFO and having a conversation you'll have to open the hangar doors yourself. Hoverbike out of the level afterwards.

REVIVE MAIAN BODYGUARD (ELVIS)
(Special/Perfect)

Just inside the secret hangar is a slope going down. Clear the area of guards, make sure Jonathan is with you and go into the door underneath the downwards slope. Elvis is inside. Equip medpack and press Z near Elvis.

ESCAPE FROM AREA 51
(All difficulties)

Once Elvis is awake, all go to the other end of the secret hangar where the UFO is waiting. You'll have a conversation and Jonathan will volunteer to open the hangar doors. Go with him and lose any guards in the way. Soon Elvis will escape.

11: AIRBASE ESPIONAGE

No sooner has Elvis been rescued than it turns out that now the President is about to be kidnapped. Joanna must get on the plane the President is boarding and foil Trent Easton's evil plan.

OBTAIN DISGUISE AND ENTER BASE
(All difficulties)
Getting the disguise on the easier settings is easy. Just crossbow the guards in the rock passage to the left and punch the stewardess's lights out. On Perfect Agent use the DrugSpy. First steer it left to the guard near the alarm console and drug him. Then other guards will approach - get them too. Then into the rock tunnel; and drug the last two guards. Get the disguise, equip it and enter the base.

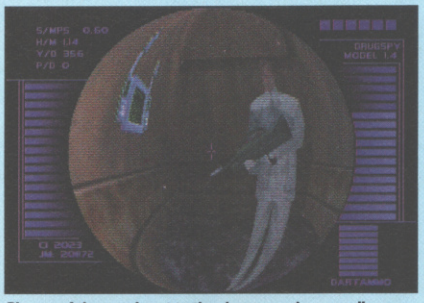
Getting the flight plans from the safe is not easy. There are guards everywhere. Make sure you are not disturbed

CHECK IN EQUIPMENT
(Special/Perfect)
Before going into the wooden doors in front, on Special and Perfect Agent turn left and go into the bigger lift here and up. You'll arrive in a room where two men are sitting at a table. Crossbow them and pick up the metal suitcase at the back of the room. Go back down and into the double wooden doors that two security men are guarding. Down the escalator and on until you see a conveyor belt on your left. Equip the suitcase and press Z to place it down.

SUBVERT SECURITY MONITORING SYSTEM
(All difficulties)
You now have a very short span of time to stop the security detecting the case. Run to the blue-lit passage on the right of the conveyor belt and on. You'll pass a blown hole on the left, rush up the stairs, crossbow the two guards here and press B at the computer screen. Now, on Agent all you have to do is follow the route through the blown hole mentioned and up into Air Force One.

Once the suitcase is on the escalator you have less than thirty seconds to disrupt the security system so they don't notice it

OBTAIN FLIGHT PLANS FROM SAFE
(Perfect only)
On Perfect Agent there's a very hard job to do before that. Retrace your steps until you are back in the conveyor belt room. Into the wooden door at far end on the right. Follow the route to a wooden door on the left. Go inside. Find a door with a remote mine attached to it and shoot it. Crawl through the glass that has broken and press the switch on the wall in the next room. Grab the flight plans from the safe.

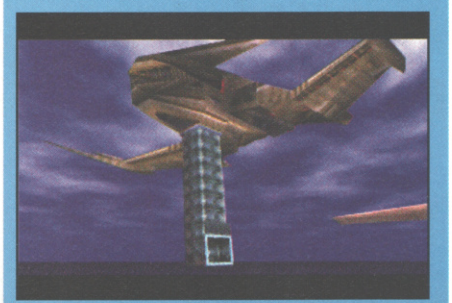


Dispose of the guard next to the alarm console, manually or with the DrugSpy. He'll raise the alarm if you don't

BOARD AIR FORCE ONE
(All difficulties)
In the previous passage, if you didn't go into the wooden door on the left you'll eventually come to a single lift door. Find this, continue on the route and you'll come to the Air Force One. Well done.

12: ANTI TERRORISM

Now successfully on the plane, our heroine has to act quickly. She must find the President and get him off the plane. And a fair bit more besides.



Once she's found and got the President to safety, Joanna must detach a UFO that has secured itself to the plane

LOCATE AND RETRIEVE EQUIPMENT
(Special / Perfect)
From where you start, go through the plain wooden doors in front and through two seating areas. Take the left door at the end of the second one and into a passage. There's a hole in the floor on the right here. Go down through the hole. Follow the route right to the end, pass a psycho chef and into the back cargo dock. There's a man at the back here: kill him and get his keycard. Press B at the control panel here and you'll raise a platform that has your suitcase. Grab it.

LOCATE PRESIDENT
(All difficulties)
Backtrack to where you started the level and into double patterned doors. You are in the plush presidential area. Go up the slope in front of you, turn around at the top and go into the guarded door. The President is inside. You'll talk and then complete the objective.

GET PRESIDENT TO ESCAPE CAPSULE
(All difficulties)
Now you'll be under attack by dataDyne troops as you have to take the President to the Escape Capsule. You'll have passed the Escape Capsule in the second room after downwards ladder on your way to getting the suitcase. A guard dressed in black was standing outside it and its entrance looks like a lift door. Get the President here. You'll get conflict from dataDyne guards, Trent Easton and Mr Blondes on the way. It's very easy for the President to be shot.

DETACH UFO FROM AIR FORCE ONE
(All difficulties)
There's a bit of a mix up in regard to the objectives here. The game tells you to secure the flight path next but there isn't a problem yet! Once again, backtrack upstairs and through the seating areas until you find an eerie green passage leading off one of the seating area entrance halls. Chuck a Remote Mine inside. Now you'll have to secure the flight path.

On Perfect Agent, go to the bottom far end of the cargo section to find the suitcase you deposited in the last level

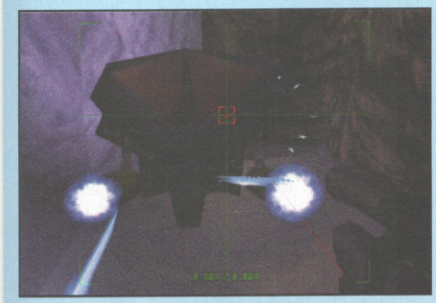
SECURE AIR FORCE ONE FLIGHT PATH
(Perfect only)
Go back up to the floor that the President's office is on. On one end of this floor is a single wooden door. Go inside and through. A couple of rooms later and you'll be in the cockpit with the dead pilots and two guards facing away. Dust 'em and press B at the console in the middle of the control panels.

Also in the Cargo Bay, if you lower this hoverbike you can ride it yourself in the next level

13: CRASH SITE

Air Force One, Elvis's UFO and the Skedar kidnap ship have crashed. No excuses, the President is about to be assasinated.

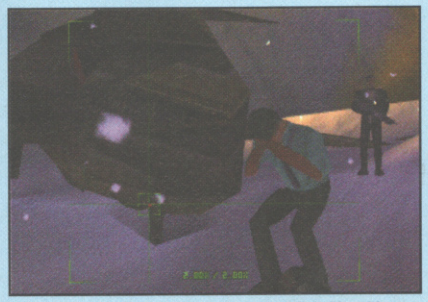
ACTIVATE DISTRESS BEACON
(All difficulties)
From where you start, hug the right-hand wall until you see two guards in front. You'll also see the Escape Capsule in the distance. Press B at this to activate the distress beacon.



Trent Easton, about to shoot the President, is protected by three security droids. Take 'em out before he sees you

RETRIEVE PRESIDENTIAL MEDICAL SCANNER
(Special/Perfect)
Turn around, there's a passage leading off to the left of the guards. Go down it. This takes you to the crashed airplane itself. Go close to the nose cone and, when you are near it look left down the slope. The Presidential Medical Scanner is here - it's a hard-to-see metal suitcase. Backtrack to the passage you came from and, once out of it, head for the opposite wall. Turn left and hug this wall on your right.

LOCATE AND RESCUE PRESIDENT
(All difficulties)
Now you're on your way to find the real and cloned presidents. Turn on the Presidential Medical Scanner to get an idea of the direction they are in. Still hugging the wall on your right, you'll find a passage leading off with a Mr Blonde and guards inside. Continue through it to a sandy area. Take the second entrance to the left here. Hug the left wall and you'll see an entrance going inside the mountain. Follow the right side slope down and you'll see some security droids who haven't seen you. Blast 'em. Move up the slope again and down the left side, to get access to the other side of the room where the President is being held. Once all four security droids are trashed, unarm and switch to disarm function. Run down and disarm Trent Easton of his gun. He'll run off. Follow him.



This is the cloned President. He's wearing a light blue shirt; the real one has a dark blue jacket. Don't kill the wrong one

The Presidential Medical Scanner is quite easy to find. It's on the left of the Air Force One nosecone, down the slope a bit

RETIRE PRESIDENTIAL CLONE
(All difficulties)
He'll go into a dark hole; equip Night Vision. If you hug the right wall in this area you'll pass a wide open exit then a small hole, being guarded by Blondes. This is the passage that the President is going to take. If you were quick, you might've beat him to it. If you haven't, then continue following the false president's blip (the real President will be following you behind). You'll exit on a mountain path. Follow it around until you see some trees in the distance. There are Drone guns there, so take 'em out. Continue on and you'll find where the false President is cowering. Kill him.

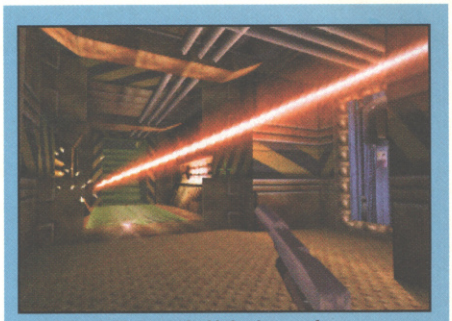
SHUT DOWN ENEMY JAMMING DEVICE
(Perfect only)
OK. Now plant remote mines on the Skedar attack ship behind where the false president was and blow it up. Turn around, head back. You'll see two small entrances into the mountain. Take the right one. You'll end up going down the passage you exited the darkness from. Retrace your steps to the room you met Trent in and go up the slope. One of the exits off here leads to a wide, rocky area. Head for the right side of the rocks ahead and soon you'll see Elvis's craft. Once the President is there, the level will end.

14: EXPLORATION

The dataDyne corporation have ignored the President's refusals and taken undersea vessel the Pelagic II anyway. Jo is again enlisted to disrupt the proceedings.

DISABLE PRIMARY POWER SOURCE
(All difficulties)
There are alarm switches all over the place on this level. If a guard gets to one and hits it, you'll be swamped by loads of resistance. So make sure they don't get to any alarms. On harder difficulties there are also security cameras, so shoot those whenever you see them. From the start of the level, follow the route and when you see a shuttered door on the left, go in. Equip your X-Ray Scanner and look at the blue machinery in the centre of the room. Press B next to each of the green consoles. Then go to the bottom level of this room and press B at the green switch in the middle of the metal tube. Mission complete.

DEACTIVATE GPS AND AUTOPILOT
(All difficulties)
If you continue on left out of the door you came in you'll pass some yellow stairs on your left. Carry on, into left door when you see an alarm switch on your right, then on again and you'll see the blue stairs also on the left. You'll go there later. Go up the yellow stairs. When you see some non-arrowed stairs right in front of you, go up them - you'll be in the control room. Apprehend the crew standing at the controls. One will pull out a gun – punish him.



The similar looking areas in this level can confuse you. Remember that each sector has a different colour

SECURE LABORATORIES AND RESEARCH DATA
(Perfect only)
Just before the stairs that led up to the control room was a door on the left. This is locked in easier settings but open in Perfect. Go in. When you see a metal ladder going up, there will be a door on your left and right. Beat the scientists up.

As soon as you meet Elvis again he runs off. Don't worry if you lose him, he's making his way up and outside.

ACTIVATE MOON POOL LIFT
(Special/Perfect)
If you continued on the same route instead of going up the stairs to the control room, you would have seen a shuttered door on the left leading to the Moon Pool lift. There are crates in here with guards behind them and a console on the right. Press B at this console.

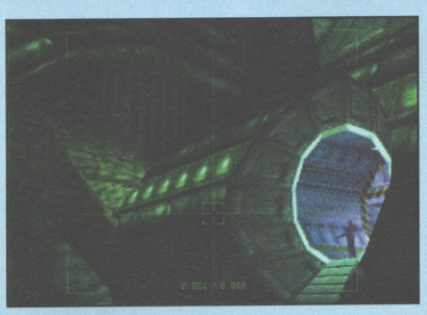
RENDEZVOUS AND ESCAPE WITH ELVIS
(All difficulties)
Elvis is waiting for you in different places on different settings. On Agent he's up the yellow stairs, then right, then right again, in a room with crates. Follow him through outside to the end of the level. Don't worry if you lose him, just follow the route of passages and guards behind crates. On Special and Perfect settings you'll have to go down the blue stairs and to the end of the sector to find him.

Don't let the scientists escape. Stand in the doorway

...issue, along with a whole pile of top game reviews. Been waiting for Lemmings 2: The Tribes, Flashback,

15: DEEP SEA

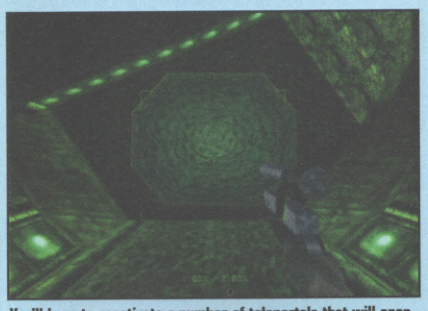
After using the submersible to get off Pelagic II, Joanna and Elvis dive down to the depths of the ocean to find the millions of years old Cetan vessel and disable the megaweapon inside it.



The scenery and alien architecture in this level is astonishing. Be careful of the many cloaked guards though

REACTIVATE TELEPORTALS
(All difficulties)

Go through the metal passages into an open area. Beware cloaked guards. Use the IR Scanner. Go into the next metal door and, at its end in the next alien area, turn right and follow the route. Soon you'll see guards coming out of a small passage that you want to go into. At the other end of this passage is the room where Elvis activates the teleportals. Lead him there, dusting guards as you go, then head back the way you came. On Special and Perfect Agent, some doorways block your progress. Shoot the nearby lanterns to open them.



You'll have to reactivate a number of teleportals that will open new areas to the ship. Get Elvis to the alien console to do so

DISABLE CETAN MEGAWEAPON
(All difficulties)

At the exit to the small maze, turn left, open a big door and on to see the first teleportal. Jump in. Equip the Farsight Elvis just gave you and switch to its secondary function. Move forward to the next room and sight to spot any Skedar. Go to the door at the other end. Here the game differs dramatically depending on difficulty level. On Agent you'll carry on, take the right side door when you have a choice and get Elvis to sabotage the weapon. On Special Agent, after the area with the round metal bridge, turn right, go through the door and on to weapon room. On Perfect Agent things are much harder. After the metal bridge room, turn left into the next teleport. In the room with five green tubes, shoot 'em all with the Farsight to continue through next door. Then you're into alien passages with drone guns and, when you are in the area with a single green tube, target the Farsight at the door ahead. Shoot all Skedar it sights and you'll disable the weapon.

SECURE CONTROL ROOM
(Special/Perfect)

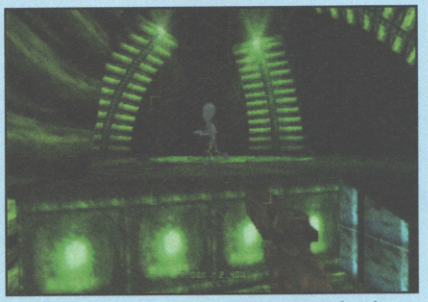
Go into the next door that you can on all difficulties and you'll hit the control room. Shoot the Mr Blondes inside to secure the control room.

RESTORE DR CARROLL'S PERSONALITY
(Perfect only)

When you've cleared the control room, equip the back-up disk and walk towards Dr Carroll to fulfil this Perfect-only objective.

ESCAPE FROM CETAN SHIP
(All difficulties)

After the cut scene with Dr Carroll you'll have to backtrack very quickly to where you started the level to escape the ship. Don't bother with the guards or to wait for Elvis, just keep on running.



Disabling the Cetan megaweapon is, again, a case of getting Elvis safely to a console so he can sabotage the device.

16: CARRINGTON

The Skedar know the source of their troubles and have sought to eliminate the Carrington Institute at source. Staff are being held hostage and the Institute is about to be blown up.

The Carrington Institute is under assault! You must stop as many of the Institute Staff from getting killed as possible

REACTIVATE AUTOMATIC DEFENCES
(Special/Perfect)

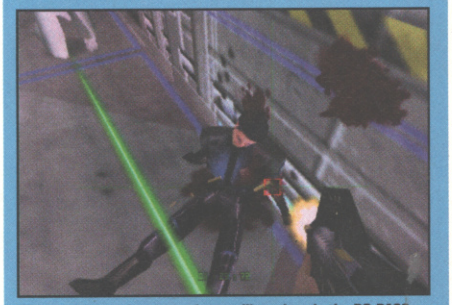
From where you start the level, kill the Skedar around the corner, then turn around and go down the passage. Straight at the intersection and you'll pass two landing pads. Into the passage system ahead. There is a friendly Drone gun to your right as you enter. Activate it by pressing B at the console nearby. Go in the way the first Drone is facing, follow the passage and you'll find the second. Turn in the direction the second is facing, take the first door on the left to find the third.

RELEASE HOSTAGES
(All difficulties)

Go back to the main Carrington area and up the lift to the first floor. There are two offices on these floors that hold hostages. The more difficult your play setting, the more hostages you'll have to save. The general rule is, when you enter a room, face either left or right and take out that guard first. There are also hostages downstairs behind the two sets of double wooden doors. If you are having difficulty saving them all, use the Combat Boost in the hardest room.

RETRIEVE EXPERIMENTAL WEAPON
(All difficulties)

In the downstairs room that has pale walls (not black), press B at the console after completing the last objective. Then go and get the awesome RC-P120 from the broken glass case.



The experimental weapon that you'll retrieve is the RC-P120. It's the only chance you get to use it, so spray some bullets!

DESTROY SENSITIVE INFORMATION
(Perfect only)

Now you'll have to go back upstairs again to Carrington's office. It has a big glass table in it with a safe on the wall and didn't have hostages in it before. Switch to your laser's secondary function and burn a hole in the safe door. Once it's off, destroy the contents with any weapon.

Don't get mixed up when you are told that the bomb is about to explode. It's not in the indoor hangar. It's the outdoor one and the craft only lands at the start of the objective.

DEACTIVATE BOMB
(All difficulties)

You'll be alerted to a Skedar ship that has landed outside and is carrying a bomb. Go down the passage at the far end of the ground floor and straight at the junction. The same route that you take to get to the auto defences on harder settings. At the ship, clear guards quickly and equip the Data Uplink. Press Z next to the ship and wait until you've downloaded the virus. Now, go back the way you came and, instead of going up to the ground floor at the junction, go straight and open the door here to get into the hangar, where the level ends.

17: ATTACK SHIP

Jo has been captured by the Skedar, she's in space in one of their attack ships and, to top it all she's sharing a cell with Cassandra De Vries.

The battle in the entrance hangar is an adrenaline fuelled experience. Just make sure Elvis doesn't get killed

DISABLE SHIELD SYSTEM
(All difficulties)

Equip your knife. Switch to its poison secondary function (press B). Exit the cell, lob the knife at the Skedar. Take its Mauler and shoot the next Skedar. Now go into the lower part of this area and shoot the three weird objects to disable the shield. Backtrack and into the lift. It'll go down.

OPEN HANGAR DOORS
(Perfect only)

On easier levels you'll meet Elvis and get a K7 to use upstairs as Elvis works. On Perfect Agent, run up to the battle hangar and then down the slope opposite. Take the lift here up to another room with a similar look to where you disabled the shields. Press B at the left alien console.

ACCESS NAVIGATIONAL SYSTEMS
(All difficulties)

After the hangar battle, go up the lift and into yellow door. Turn right at next junction with two Skedar and into door. Take the left door in this room and continue on straight until there's a left passage. Go into it and through door to find the Nav room. Lose the Skedar and let Elvis get to work.

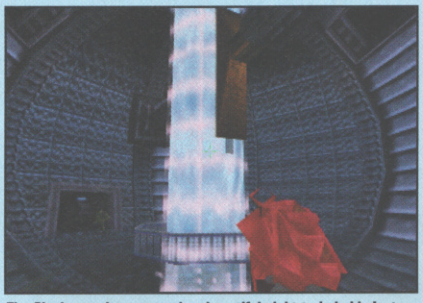
SABOTAGE ENGINE SYSTEMS
(Special/Perfect)

On Agent you'll backtrack a bit then turn left where you turned left before. Go on and you'll find the control room. On Special and Perfect, go out of the other door from the Nav Room and follow the way up slopes and past windows outside a large blue-lit room with a door on either side. These doors lead to the engine room. When you are in the doorway, pick off the Skedar then shoot the two dark brackets holding the ice blue pillar together. Then get out quick. Now exit this room and up more slopes and lifts on the way to the bridge.

To gain control of the bridge just rush in and keep killing

GAIN CONTROL OF BRIDGE
(All difficulties)

You'll know the bridge when you get to it: it looks well cool. Lose the three Skedar inside then, when the area is empty, turn around and face the entrance doors to get rid of any Skedar that come in. After about five or six entrances you'll gain control and the level will end.



The Skedar engine system is a beautiful sight to behold. Just marvel at the alien technology - then destroy it

18: SKEDAR BATTLE SHRINE

Jo has excelled herself: she's captured an alien ship and is now flying it to the holy central planet of the Skedar to take the battle right where they live.

IDENTIFY TEMPLE TARGETS
(All difficulties)

The area where you start this level holds five pointed statues, or obelisks. You must place Target Amplifiers on each of the three obelisks that your R-Tracker indicates. Don't put them on the wrong ones. If you see a cliff edge and another area opposite, don't jump across. Yet.

A fiendish puzzle awaits you at the entrance to the Inner Sanctum. What does 'make a sacrifice to the god of war' mean?

ACTIVATE BRIDGE
(All difficulties)

Now jump over the cliff edge to the other side and climb up the ladder to the next area. On Special and Perfect Agent you'll have to shoot a Wall Hugger where the ladder was on Agent to expose it. Go to the end of the next area and equip your IR Tracker. Look for a weak spot in the wall and shoot a grenade at it to open a hole. Go through the hole and on. When you have a choice of routes, go through the door on the left, not the slope to the right. There are Skedar with Slayers here so be very careful. Take 'em out. Now, on Agent, backtrack and go up the slope. At the end of this room is the route to the Inner Sanctum.

GAIN ACCESS TO INNER SANCTUM
(Special/Perfect)

On Special and Perfect levels there's a puzzle to work out first. Under the door to the Inner Sanctum is an altar that asks you to make your sacrifice to the god of war. Walk close to it, look down at it, equip a human weapon and press B to deposit it. The door on top will now be unlocked.

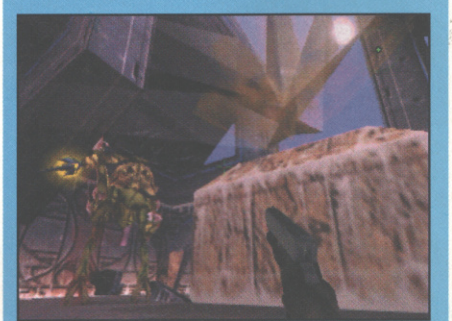
DESTROY SECRET SKEDAR ARMY
(Perfect only)

After getting inside the Inner Sanctum, follow the route until you are in a large room and Joanna expresses alarm. This is the location of the secret Skedar army. Find a comfortable place, like in the opposite doorway and pick off Skedar that emerge from the containment tubes on both sides. Thankfully they don't chase you but prefer to shoot with Maulers, so do a bit of darting out and you should be OK.

Use your IR Tracker to identify the correct targets. There are five and you must tag a random three of them. Do it wrong and you'll have to restart

ASSASSINATE SKEDAR LEADER
(All difficulties)

The next room along holds the Skedar leader itself. It is standing on a platform below a Skedar monument, and this multi-pointed structure is your key to killing it. Making sure it hasn't released any Skedar on to your level, pump shots at its shielded body until it crouches down under the monument and has a dark green, weakened shield. Now shoot at the edge points on the monument until they fall away one by one. You'll also have to deal with the leader firing rockets at you (strafe) and teleporting down near you (run to the other end and pump the leader full of ammo). When the edge points are gone and it is again crouching under the monument, shoot the middle to skewer it and complete the adventure. Now YOU are The Master!



The Skedar leader is a larger and far more dangerous version of his minions. He also has a seemingly impenetrable shield, a Slayer and a teleport!

WHEN DID YOU FIND OUT?

WELCOME TO computer and video GAMES

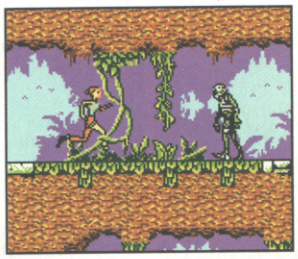
THE LAUNCH OF PLAYSTATION 2

www.computerandvideogames.com
8:00pm 13 SEPTEMBER 1999

QUAKE 3 ARENA FOR DREAMCAST

www.computerandvideogames.com
9:34am 25 DECEMBER 1999

TOMB RAIDER ON GAMEBOY



www.computerandvideogames.com
12:00am 22 DECEMBER 1999

METAL GEAR SOLID PS2 DETAILS

www.computerandvideogames.com
4:09pm 15 OCTOBER 1999

SEGA'S NETWORK KINGDOM

www.computerandvideogames.com
7:30am 01 DECEMBER 1999

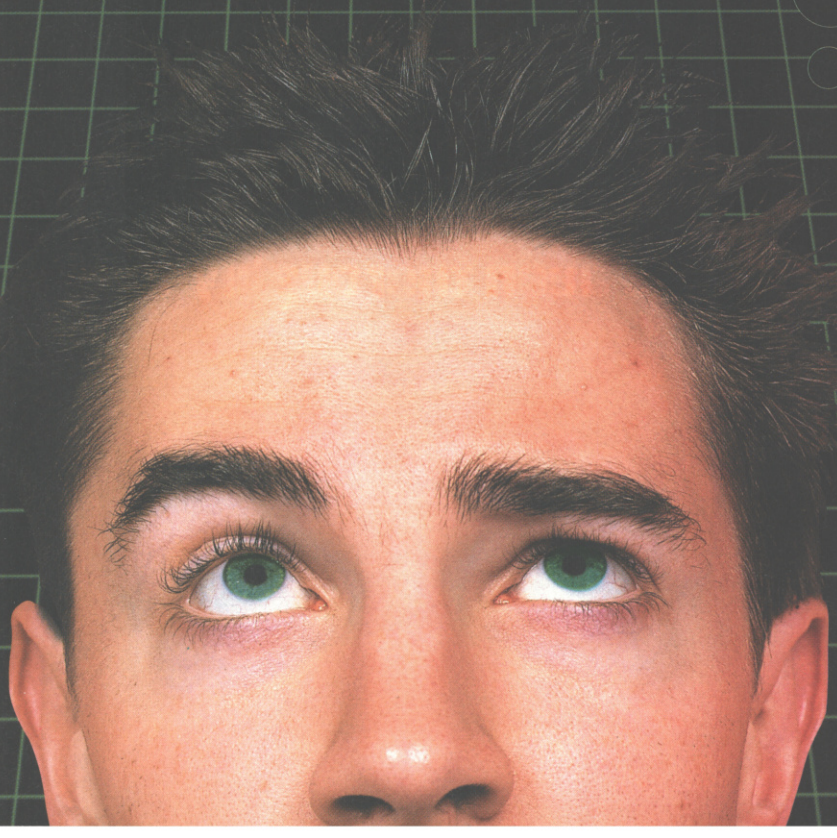
FIND OUT FIRST AT ...

www.computerandvideogames.com

LINKS TIPS REVIEWS SHOP NEWS PREVIEWS CHARTS

Ok, I've got this wicked idea for a driving game yeah I reckon players should build their own cars and pull off wicked stunts and have loads of computer cars and... How would the *Driver 2* guys do it?

WORDS: DEAN SCOTT **PICS:** KENNY P



issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*, *Flashback*,

MAKING GAMES

Ever had an idea that you're sure would make a cracking game? Trouble is, you've probably got no idea what happens between that first flash of genius, and the game appearing in your local game shop. CVG spent the day with one of the best developers in the UK – Reflections, who are currently making *Driver 2* – to find out how such great games are made.

1. THE BIG IDEA

All great games start off as great ideas. The near-legendary Hideo Kojima created *Metal Gear* around the central idea of secret agent stealth. Reflections managing director Martin Edmondson found himself at a crossroads during a game of *Destruction Derby* and thought how cool it would be if he could go anywhere he wanted and incorporate the car chase action of the movies he loved. *Driver* was born. An ideas meeting is then called, and games designers, programmers, artists – everyone – pitch in with ideas.

2. THE DESIGN STAGE

A Design Document is produced with descriptions of the key aspects of the game and character sketches, and the team get busy. Missions are thought up, but much of the game will be decided as it is being worked on. The programmers are told by this document what the game is going to do. In the case of *Driver 2*, they were told about how pedestrians would behave, for example. If they are happy it can be done, they go ahead and produce a technical document detailing how they can make it work.

3. CODING BEGINS

The programmers do some tests to work out how much memory certain bits of code are going to take up (e.g. the AI of the computer drivers) and maybe write some special programs that allow the files that are produced on the PCs and Macs that they work on to be converted to a format the PlayStation understands. They will then start work on the foundations of the game (how cars move in the case of *Driver 2*, for example) whilst the actual objects that will populate and make up the gameworld are being worked on simultaneously.

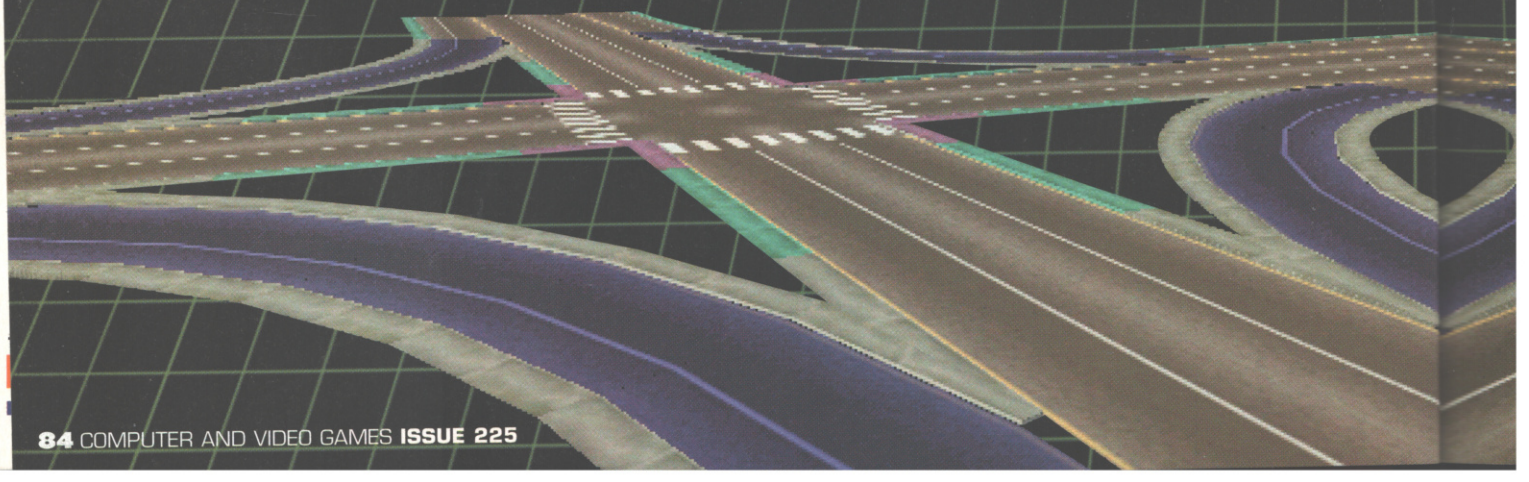
4. 3D MODELLING BEGINS

PlayStation games are usually in 3D, which means making everything out of polygons. The modellers are told how many polygons they are allowed to use to make a specific object, which they cannot exceed. PlayStation can only handle so many polygons at once before the game slows down. These models also need to be 'textured' – effectively coloured in so they resemble what they are supposed to be. These 'textures' are pictures that the PlayStation sticks onto the sides of the object they built. The finished model goes to the programmers who convert it to be used in the game. The levels are built in the same way.

5. ST

The pro
the mod
a road a
appears
the road
looking
there is
cars and
because
game en
the spee
half year
of playa
develop

"When *Driver 2* has been thoroughly tested and all bugs ren



CVG RECKONS

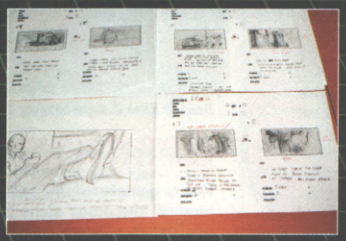
It's a complex process but hey, great games don't just grow on trees. The Driver 2 team is about thirty strong, and development teams are growing in size all the time. Next month we'll be telling you how to get the skills you need to play a part in making tomorrow's games.

5. STARTS TO TAKE SHAPE

The programmers start incorporating the stuff the modellers send over. In the case of *Driver 2*, a road appears and nothing else. Then a car appears to drive on it. Then buildings appear at the roadside, first without any texture but later looking like real houses, shop fronts etc. Soon there is a city. Then they start putting in other cars and making them move. It's a slow process because each addition places a strain on the game engine. It continually needs refining to keep the speed up. The original *Driver* took two and a half years to finish, and didn't appear in any sort of playable form until 12 months after development began.

6. STARTING TO MAKE NOISE

Sound is crucial to a good videogame. Some development studios will have a musician who composes in-game tunes in his own studio. Smaller developers often pay someone outside the company to make the music but do the sound effects in-house. The most common method is to record a real-life sound and convert it to a digital sound file, but it's also possible to make your own unique sounds through a PC.



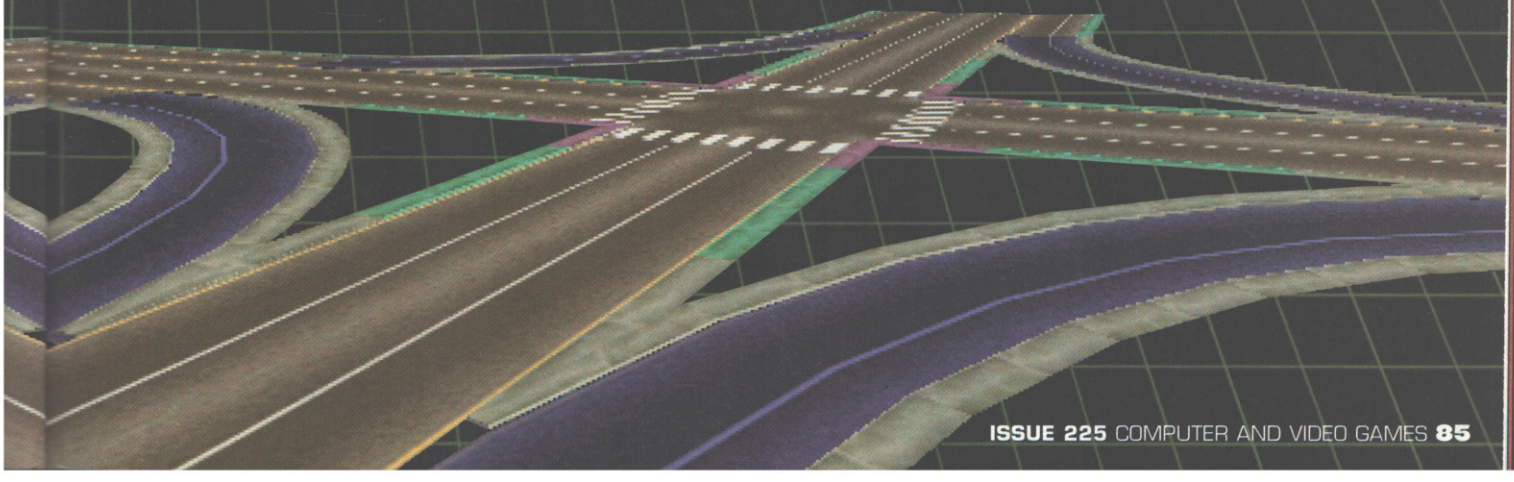
7. MAKING MOVIES

FMV is an important part of modern games. These are made just like a movie: a script is written, and then artists work on producing storyboards of how it should look. Inspiration for how the scenes should be directed is taken from Hollywood films, and the modellers render up the footage. It's then converted into a format the PS understands, ready to be stored on the finished 'master' disc.

8. TEST AND PRESS

Once a handful of levels are finished, playtesting begins. As well as looking at how much fun the game is, they are looking for bugs in the code. Bugs are flaws in the gameplay, for example cars being able to drive through walls in *Driver* or the game crashing if you do something irregular. When the game has been thoroughly tested and all bugs removed, the 'master' gets sent to Sony for approval. Provided their testers don't find any problems, the 'master' is then sent to the pressing plant, in *Driver 2*'s case in Austria. The instructions are written by the publisher of the game after consultation with the developer, and the box art is mutually agreed upon. The finished copies roll out of the factory, and are shipped out to the shops.

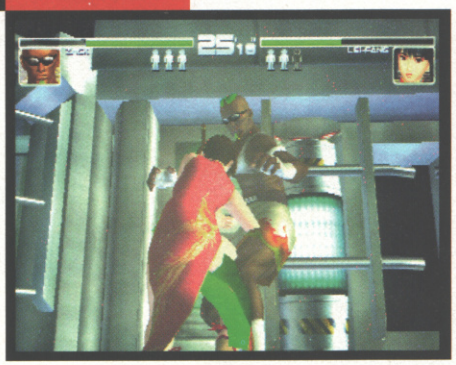
's removed, the 'master' gets sent to Sony for approval."



Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April

WHAT YOU NEED TO KNOW

Is something about the world of videogames confusing you? Don't worry, The Masters will be able to sort you out. Just send all your gaming queries to the address at the end. No sweat.



Dead Or Alive 2: more naughty bits

Marvel Vs Capcom 2: play as secret characters

MARVEL VS CAPCOM 2

Every gamehead will tell you that, even though you play till the cows come home, it's only once in a while that a game totally takes you over. *Marvel Vs Capcom 2* on the Dreamcast has been like this for me. I'm doing really well but a mate of a mate has a load of secret character codes, and he won't pass them on. Please help CVG, I'm considering tearing up my X-Men X-Tinction Agenda comics.
Andrew Weitzman, Leicester

Let's hope your X-Adventures aren't in tatters by the time you read this. To play as Evil Zangief, while playing as Zangief do a half circle back then Quick Kick.

To play as Gold WarMachine, the evil incarnation of Iron Man, at the Character Select screen, highlight Zangief then press (L, L, D, D, R, R, D, D, L, L, U, U, U, U, R, R, L, L, D, D, D, D, R, R, U, U, L, L, D, D, R, R, U, U, U, U, U, U).

To play as Hyper Venom highlight Chun Li at the character select screen and hit (R, D, D, D, D, L, U, U, U, U, R, R, D, D, L, L, D, D, R, R, U, U, U, U, L, L U).

To make Hulk drink too much Tango and turn orange, at the Character Select screen highlight Chun Li and hit (R, R, D, D, L, L, R, R, D, D, L, L, U, U, U, U, D, D, R, R, U, U, D, D, D, D, U, U, U, U, L, U).

DEAD OR ALIVE 2

I'm sorry, but I'm cheap. I downloaded your full game save from last issue so I could see that extra bit of intro. But you only get to see the semi-nude character for a second. Is there anything else that I can drool over in this amazing game. What about schoolgirl outfits, or anything else?
Andrew Valdim, Lincoln

It seems to be the battle of the Dreamcast beat 'em ups in WYNTK this issue, with the best in both two and 3D fighters. Getting the schoolgirl outfits is as simple as ABC, Andrew. On the character select screen, just select either the 3rd outfit for Ayane or the 4th outfit for Kasumi. Here's another bit. If you have a PC, bung your disc into the CD-Rom drive and open the 'Bonus' folder.

ULTIMA IX: ASCENSION

I'm deep into this game but I've run into a small problem. Many of my items have broken. I thought they were supposed to but now I need to use some of them again. What do I do?
Neil Bradley, Derry

Most of the items you get on your travels in this game have a level of endurance that decreases each time you use it. Did you notice this? Some armour and weapons don't have this number meaning their use is infinite but the items you are talking about have to be repaired because you've used them to their limit. You can take your items and weapons to be repaired in certain towns. Vogelang City is one of them and Westia is another. Have you been buying items as you go along? Then stop that right now, since many of these can be found on your travels as well as money - just search each area and dungeon very carefully.

SUIKODEN II

I've just started this and boy, I'm glad of this part exchange! For once! Even though the graphics aren't like say *Final Fantasy* they remind me of old SNES adventures like *Secret of Mana* and that makes me happy. Any tips to get me going?
Tom Miller, London

computer and video games GUARANTEED WINNERS

A selection of the cheats we've stumbled across this month on our travels. Don't forget that if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.

NINTENDO 64

■ EXCITEBIKE 64
We were expecting good things with this Championship Motocross sim, but not this good! This is really fantastic and almost as essential as *Perfect Dark*. All of these codes are entered in the cheat menu; get it by holding (L, C-right, C-down and A) at the main menu screen. To get riders with big heads enter BLAHBLAH as a password at the cheat menu. To make all riders into ghost bikers (er, invisible), please type in INVISRIDER at the cheat menu.

■ TOP GEAR RALLY 2
Here are some cool codes for a slightly disappointing new instalment in a historically wicked racing series. Enter these at the main menu screen.

Chubby World (Z, Right C, L, D Pad Up, D pad Right). No Depth View (Z, Right D, R, D pad Rp, D pad Right).

For super sonic speed hit (Z, Left C, L, D pad Up, D pad Right) and prepare yourself for an impossible game.

For one huge tyre press (Left C, Z, R, D pad Down, D pad Down).

For maximum points enter (L, Up C, D pad Left, L, L).

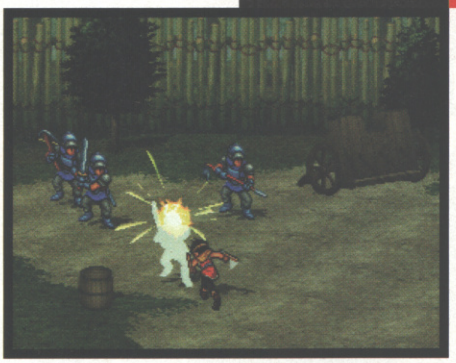
To repair your car go to the race description screen and hit (L, Z, R, L, Start)

PC CD-ROM

■ SOLDIER OF FORTUNE
It's a seriously gory soldier game and wannabe mercenaries will be having big fun with this as you toy with hapless victims. First you must bring up the console. Do it by dragging the file called 'SOF.exe' on to your desktop. Right-click on this and go into Properties. Now click on Shortcut. Now, next to Target it should read 'C:\(directory installed into)\sof.exe. At the end of this, type '+set console 1'. Now click on Apply and run the game. When playing, press the (#) or (`) key to bring up a console. Type in the following codes to open up these cheats. In-game

EXPERT ADVICE

***Ultima Ascension*: do your weapons keep breaking?**



***Suikoden II*: increase experience easily**

***Galerians*: drugs lowdown**

Ultima Ascension seems to be tantalising PC fans' taste buds while *Suikoden II* is doing it for PlayStation owners. Anyway, on to business. Here's a way to increase your levels easily on earlier stages of the game, which we assume you're on.

First, you have to be at Level 20 at least, which isn't too difficult. At the end of the Highland camp you get attacked by its inhabitants. Beat them and Jowy will let you run to Nanami. When you get to her you'll battle more; use Bright Shield. When she asks where Jowy is, keep replying '...' to battle more easy Highlanders. You'll get at least 1,000 experience points each time.

DAIKATANA

Wasn't that a long wait for that one, eh? I was even considering buying an N64 because that version was out before the PC's. While I'm not usually the type to write into magazines, this ones a bit too hard for me. I can't get past the second level - can you give me any help? Ahem, cheats?
James O'Neill, Newcastle
Everyone cheats once in a while, James. Right click on your *Daikatana* desktop icon and go into Properties. Now add this line to the Target bar. C:\daikatana\daikatana.exe+setconsole 1. After starting the game, bring up the console by pressing (`) and type the following codes in. For God Mode, type: god. No clipping: noclip. All weapons: give_all_weapons. Health refills.. you guessed!

GALERIANS

All these drugs and not a chemists in sight! This really is a strange PlayStation game, making kids take drugs to give them psychic powers, but I'm really enjoying it. Any advice on the best uses for each drug? Sometimes I use Red and it has no effect, while others work brilliantly. Am I just crap or is there some sort of secret here?
'Evil' Annie, Liverpool
No, you're not crap unless there's something that you're not telling us. You'll learn about the drugs that can be administered through play and experience. But here's a rundown for you. Nalcon – no enemy is immune to this. Pair it with Skip for devastating results. Red – does twice as much damage as Nalcon, but has no effects on Robots or Rainheart. D-Felon – use this drug for larger groups of enemies and recharge while they're convulsing. Only Dorothy is immune to this.

ASTEROIDS 64

I'm an old gamer who remembers getting a clip round the ear from my mum for putting too many 10p pieces into an *Asteroids* machine. I've just got it for the N64 and I'm rubbish; maybe it's because of those new-age 3D graphics. You know what I want to ask now: is there an original mode?
Tom O'Rourke, E London
Oh yes, you old codger! On Level 15 shoot the green meteor and quit the game. On the Main Menu should now be an excellent option called *Classic Asteroids*. Enjoy.

JEDI POWER BATTLES

I now hate everything Star Wars. *Jedi Power Battles* looked brilliant when I played it in the shop but after playing it for an hour at home I've had it. Any extras to this PlayStation donkey so I at least nearly get my money's worth?
Benjamin Rowland, Tyne & Wear
Well, er, here's something but it means you'll have to go back to playing it. To play as that evil Jedi Darth Maul, complete the game in Easy mode as Qui Gon. Then, on the character selection screen, highlight Qui Gon's picture and hold down (Select) until the picture changes to Darth Maul.

JO JO'S BIZARRE ADVENTURE

It's not the best beat 'em up I've ever played, especially on the Dreamcast, but I'm not gutted. Any goodies for *Jo Jo* to make me say "ho ho"?
Grant Brand, Leeds
There are secret characters you can gain. Easy ways to get 'em too. To get these characters, listen to the music numbers in *Jo Jo*'s Venture Sound Test in the given order. Shadow Dio: 385, 415, 444, 475, 502. Young Joseph: 744, 751, 757, 743, 758. Yellow Temperance: 1000, 394, 1003, 1004. Kan: 1023, 1024, 1017, 470, 1021, 1016. Hol Horse and Voing: 979, 804, 983, 814. New Kakyoin: 434, 1001, 434, 1001.

RED DOG

I want cheats for this Dreamcast game – NOW!
Gary Parkes, Tilehurst
These are not cheats, they're extras though, so please don't punish us too much. They are multiplayer levels you'll open up through playing the game. Get an A Grade on Volcano to open up the multiplay arena called Black Ice. Get an A Grade on Ice to open up the multiplay arena called Ganymede. Get an A Grade on Canyon to open up the multiplay arena called Acid Jump. Get an A Grade on Hydro to open up the multiplay arena called Medieval Mayhem and get an A Grade on City to open up the multiplay arena called Industrial Zone.

invisibility, 'ninja'. God mode, 'heretic'. Walk through walls, 'phantom'.

■ **CHAMP MANAGER 99/00**
This is an amazing footie management sim and don't be surprised if soon on in you'll be turning up for matches wearing a sheepskin and smoking a cigar. Here's a couple of ways of making your executive managerial life a bit easier. To get free players, place an outrageous bid for him in the first place. Then, after his team has accepted the offer, change it to nil and select Cancel on the Adjust Offer screen. For a game where you are guaranteed to score lots of goals, make one or all of your strikers man-mark the opposition's goalkeeper.

DREAMCAST

■ **SWORD OF THE BERSERK: GUTS RAGE**
Some extras for this gory sword 'n' sorcery sword-fest. To get Battle Arena mode, beat the game on Normal difficulty setting. To get Puck's mini game, beat the game on Easy difficulty setting.

■ **SEGA BASS FISHING**
Here's some hot off the press news about some of the extras you can gain by being a demon fisherman; to get a Deep Crank bait that's shaped like Sonic the Hedgehog, successfully reach the final tournament in Normal mode. To fish as a Super Cyborg Chicken(!), at the Press Start screen press (up, up, down) and hold (Start). He has a different set of lures and a super long fishing pole. And finally, for infinite time, as soon as the Press Start screen appears, press (A, B, Y, X, Y, A, B, L, R, Y, X, A, B, A, Y, X, Y). If you hear a man say 'fish!' then the code has been entered correctly and you'll have as long as you want to catch that mammoth monster!

PS2

■ **RIDGE RACER 5**
Here's something for all of you people who are lucky enough to own a PlayStation 2 with a copy of *Ridge Racer 5*. We don't know if this is a glitch but if you press (L1) or (R1) while the intro sequence is showing the in-game graphics you can add or take away a number of screen effects, a blur effect, a yellow tint and a few others.

Send all your questions to our address below. We'll print as many answers as we can, but we can't give personal replies via post.

WHAT YOU NEED TO KNOW, THE MASTERS, ANGEL HOUSE, 338-346 GOSWELL ROAD, LONDON, EC1V 7QP

T MONTH! Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*, *Flashback*,

SUBSCRIBE

SUBSCRIBE TO computer and video games

AND GET...

2 FREE ISSUES
£5 VIRGIN VOUCHER
FREE DELIVERY

LOADS FOR FREE
Subscribe for just 12 months and you'll only pay for 10 issues, getting two more for free. Plus, you'll get a very handy £5 voucher to spend at Virgin on whatever you like. If you subscribe for six months you still get a good deal; for the price of five issues you'll get the sixth one free. But that's not all...

DELIVERED TO YOUR DOOR
With both deals we'll even bring the magazine right to your door every month. Now you don't even have to visit the newsagent.

BEFORE IT'S IN THE SHOPS
In most cases you'll get Computer and Video Games before it's in the shops. Which means you get to read about the best games before anyone else.

IT'S SO EASY
All you've got to do is decide if you want to subscribe for six or 12 months, then fill in the form below, include the payment and send it off. Or you can pay by credit card if you prefer. It's that easy to save money.

SUBSCRIPTION ORDER FORM

Simply fill in this coupon and return with payment to: Computer and Video Games, Magazine Subscriptions, Lathkill Street, Market Harborough, Leicester LE87 4PA.

☐ **I wish to subscribe to Computer and Video Games for six months @ £9.95**
☐ **I wish to subscribe to Computer and Video Games for twelve months @ £19.90 and get a FREE Virgin voucher**

I enclose a cheque/postal order made payable Emap Active Ltd for

£

Please debit my Access/Visa/Mastercard

Expiry date:

Source Code CK02

Signature:

Offer Code B21/B22

Date:

Offer ends 13th September 2000

NAME .....

ADDRESS .....

..... **POSTCODE** .....

TELEPHONE .....

DATE OF BIRTH .....

SIGNED .....

(Parents or guardians signature if under 18 years)

If you would prefer not to receive further offers/information from Emap Active please tick box ☐

All subscriptions will be processed as quickly as possible. Please allow 28 days for order to be processed after which you will receive the first available issue.

Credit Card Hotline 01858 438 825

Lines are open from 8.30am to 9pm Monday to Friday and 10am to 4pm Saturday and Sunday. Please quote source and offer codes.

ILLUSTRATION: Michael Bowden and Enigma

computer and video GAMES

mailbag

YOUR LETTERS

Send your letters to: Mailbag, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Or e-mail us at: mailbag.cvg@ecm.emap.com

STAR LETTER

GUINEA PIGS

We want to tell you about the test we did on four guinea pigs on the 16th May 2000 (our test was based on the one you ran in Scoop! Issue 223, titled They Are Taking The Mick).
Guinea pig A played *Dead or Alive 2*. Guinea pig B played *Pokémon Blue*. Guinea pig C played *Resident Evil 3* while guinea pig D was used as a victim for the word test. The results are as follows.
Guinea pig A: six seconds (and a thing about the word "wobble").
Guinea pig B: 14 seconds. After 14 seconds B tried to drown D in the bowl of iced water shouting, "Water attack!"
Guinea pig C: one second. After one second the subject bit D and proceeded to eat his flesh. Only after three of the research team were killed in this fashion was C put out of its misery with a bullet to the head.
Umbrella, via email

ILLUSTRATION: Michael Bowden and Enigma

WIN WITH MADCATZ®

Want some really cool peripherals for free? Each month, the writer of Mailbag's star letter will get a smart prize from Madcatz. They've got everything from steering wheels to memory cards, to controllers. With a different prize up for grabs each issue, it's time to get writing.

Write in, get it printed and you could win some Madcatz goodies

PS2 OR X-BOX

CVG, you've got to help me. A week a go I had decided to save my pennies and buy a PlayStation 2 this Christmas, but after reading your article on Microsoft's X-Box I'm starting to have second thoughts. I trust Sony, as I have owned a PlayStation for four years. It looks as if PS2 will deliver the goods but I have heard that the X-Box will be about £100 cheaper. Also, have you any idea when the X-Box will be released and which I should buy?
Ollie Hampel, Chelmsford
Know what you mean Ollie, it's a tough choice to have to make. Here's the score, or at least a very educated stab at what's out when and how much it will cost. PS2 is likely to be launched in the UK in late October and will probably cost £299. X-Box is reckoned to be out a year later, so you're looking at the end of 2001 for the Microsoft machine when the price is likely to be £199. Now, although that's £100 cheaper than PS2, the price of Sony's next gen machine is likely to be cut to a similar level by then. Decisions, decisions...See Scoop! p12.

NODDY AND BIG EARS

I am writing in to express my concerns about all the fuss which is being made about violence in video games. I want to know where will it all end. Perhaps they would like to censor books next. At this rate the only type of acceptable literature will be Noddy Goes To Toytown, only Big Ears will probably be called something else because his original name is likely to promote bullying among the children of today's society.
Peter Gooding, Devon

CONFUSED

I've just got Issue 223 containing The Big Fight and went to see which game you'd give a higher score to, *Tekken Tag* or *Dead or Alive 2*? They both got 4/5. Then, on the opposite page *DoA* on Dreamcast got 5/5. However, when I inspected the *DoA* pictures they look as if they were taken from the same console. Is this why you gave one 4/5 and the other 5/5, because you expect more from the greatest games console ever (PS2)?
Sam Worthy, via email
P.S. Your *Perfect Dark* review was sheer class.
Spot on, Sam. The two games look virtually identical and yes we do expect more from PS2; even if the gameplay is identical, the machine should be churning out a better looking game. Hence the score.

FISHY CHIPS

After seeing your feature about getting your Dreamcast chipped in Issue 222, I decided to take the plunge and get my own machine

"At this rate the only acceptable literature will be Noddy Goes To Toytown"

Peter Gooding, Devon

"Save cash online, my arse! Any decent games store has Mario All-Stars for a fiver"

Mr Wibble and Monolopy the Dog

POKESH!TS

I'd like to say to all you anti-Pokésh!ts out there that I was once one of you and the *Pokémon* game isn't actually that bad. Not if you try it for a while. OK, I'm not one of those girls that dies at the sight of cute and cuddly creatures. In fact I am very anti-cute, and a mad *Half-Life* fan. So I was a bit surprised when my boyfriend bought it for me as a birthday present. After two months of playing on and off, it's pretty cool. My sweet AND innocent Charmander has evolved into a fully grown L45 Charizard. And it has become great fun torching the sh!t outta all those cute, fluffy animals. Still, out of all the burning and fire starting I do in that game, nothing can compare to blasting the G-man away from 500 metres with a crossbow in a *Half-Life* deathmatch, eating a marine's head as the Alien in *Aliens Vs Predator*, or creeping around as the cloaked Predator himself.
I admit that *Pokémon* will never have those bad-ass qualities but it is very addictive and an impressive game none the less.
Maureen, Ireland

chipped. So I sent it off.
After waiting just over a week I received my package. I thought, "Great, US version of *Res Evil Code: Veronica* ready to play." While it works fine, the only side effect of the chip is that certain games will not run in 60Hz; unfortunately the new *Resident Evil* and my Japanese import of *Soul Calibur* are like this. Thank god *Crazy Taxi* isn't affected.
Don't worry, I knew the possibilities of the chip and I'm not getting upset about it, but would like to warn other readers about the possible problems.
Fat Ade, Cornwall

DA COOL MASTER

I is da cool master and I is cool, da Dreamcast WILL beat da PS2 coz dem ave all da top developers on dem's side. So peace 2 all u cool guys who make da best mag on da rounds.
Da Cool Master, via email

BOND DEFEATED SHOCK!

The big question: is *Perfect Dark* better than *GoldenEye*?
Robert O'Brien, email
Yep, definitely. *GoldenEye* feels more realistic – and you get to be Bond – but *Perfect Dark* looks better and plays faster. The gadgets are amazing, the plot is spot on and the action never lets up. The multiplayer mode tops *GoldenEye* too with more modes and better frame rate. Buy it the second you can.

LIARS!

Although I love your magazine and trust your reviews I don't think you've been keeping your promises. When you introduce your staff, you write that 'you'll see the very best games on all formats'. So why don't I see any reviews of games from SNES or Sega Mega Drive? They are formats too.
Ruhel Amin, Poplar
Could it be because the day those machines went to the great games graveyard, everyone stopped making new games for them?

ENDANGERED DOLPHIN?

I have a subscription to your amazing magazine and I can't wait for the postman to arrive with the latest edition. You haven't published anything about the Nintendo Dolphin in a while. I hear it's not going to be called Dolphin. Do you have any further info?
Patrick Bates
We hoped to get more info on Dolphin at the recent games show E3 in America, but nothing was released. We know work is in progress and games are being made but it is unlikely that anything major will shown until August. We promise, you will read about it and see it in CVG first.

FREAK SHOW

What is it with that freak from *Final Fantasy IX*? Is he part of some experimental people who have Ungrown Foetus Disorder. Did he get his clothes from his sister who's 28? If he's the main character I don't think I'll bother.
Russell Martin, London

DEAN'S A DIV

Did Dean seriously pay over seven quid for *Mario All-Stars* on Ebay? Hah! You fool! Go to any decent games store and you'll see it's only a fiver at worst. Save cash online, my arse!
Mr Wibble and The Monolopy Dog

BOARD GAME

Just a note to say thanks very much for the free CVG board game with Issue 223 – it came as a lifesaver when I went on holiday with my boyfriend and his brother. Normally we go away and they constantly hog the PlayStation but for once I actually got a look in. They sat down and played the board game until they knew the answers to every question. At last I can play my games!
Emma Pearce, Bristol

X-BOX – BIGGER THAN PS2?

We need to know if X-Box will play existing PC games because if that's true then X-Box will be the biggest selling games machine ever. If no, then there has to be some doubt, even with the mighty Microsoft behind it. My reason is this, if X-Box comes out and all PC games can be played on it then it already has a huge amount of games available.
M. Livingstone, Surrey
You are likely to see lots of PC games converted to run on X-Box, as Microsoft are making sure it's very easy for developers to do so. However, unless there's a change to their plan, you won't be able to sling in existing PC games from your collection and start playing.

WWF ON PC

In your recent issue (the one with *Spider-man* on the cover) I noticed that you reported on a new WWF game for the PC. I have heard that it's not a proper wrestling game but a Magic The Gathering-style card game where the wrestlers are on the cards and you trade them over the Net. I've also heard that the rarer cards can cost up to £40 quid. What a st idea. They should concentrate on making a wrestling game on par with *WWF Smackdown*.**
Greg Surmacz, via email
The WWF card game on PC isn't a straightforward card collector. You get cards featuring moves, and use them to make a match against your opponent's cards. It's played over the Net with scores and rankings stored on a central server. It's like a wrestling match management sim rather than an action game. Still good fun though.

WHO WROTE TO MAILBAG THIS MONTH

James Curtis, Sheffield; Jonny Sims, Cheshire; Althaf Hussain, Bedford; Gerald O'Donnel, Ireland; Gemma Murray, Berkshire; Simon Russell, Runcorn; Adam Heath, Michael Stewart, J Grieve, Alex Green, Nevel Stevenson, Dillon Finn, Brian Horway, Lyndsey & Matthew, Barry Newman, Michael Moores, email; James Ballard, Southampton; James Horne, Preston; Daniel Jones, Wales; Martin Perks, Cheshire; Adam Kelson, Kent; Jes Stunt, East Sussex; Michael Smith, Leeds; Toby Hill, Flintshire; Darren Nye, Essex; Matt (Faz) K, Manchester; J Templeman, Leeds; Devraj Joshi, Dorset; Simon Howard, Lincs; Kerry Sharp, Poole; Dave Large, Swindon; Keith Parker, London; Tim Peterson, Buxton; Liv Jones, Cardiff; M. Livingstone, Surrey; Anh Nguyen, London; Steve, Walsall.

"It's kinda fun torching the s**t out of those cute, fluffy animals"

Maureen, Ireland

NEW

HOW TO CHEAT AND WIN ON ALL FORMATS WITH

CLOSET GAMER

If you want to be a winner you can look up cheats on all the popular games on our comprehensive games site - check out

http://www.closetgamer.co.uk

1,000's of cheats & walk throughs also for imports - Playstation, Nintendo 64, Dreamcast, PC and Gameboy Bargain games to buy

- *Take part in some great competitions*
- *100's of free demos and patches*
- *Free Games Help and Support section*
- *Patches and demos from the major software companies*
- *Advertise your old games for free and trade with other members*
- *Free software to download*
- *Free games to play*
- *Join in the chat in the 'Closet Gamer' forum*
- *Network games with free Internet access*
- *All the latest news , and new releases from the games world, and links to the major software companies*

Here are some of the games on-line

Sega Rally 2	Incoming	Baldurs Gate	Marvel V's Capcom
Kingpin	Battlezone	Half Life	Sonic Adventure
Cool Boarders	Heretic 1+2	Dark Forces	Heavy Gear
Revolt	Golden Eye	Starcraft	GTA
Toca 2	Tomb Raider1,2,3	Quake 2	F1 World GP
GTA 1969	Fifa 2000	Mortal Kombat	Final Fantasy VII
Mechwarrior	NFL 2000	Gungage	Pokemon Card
James Bond 007	Urban Chaos	Lego Racers	Alundra 2
Shadow Tower	Love & Destroy	Final Fantasy 8	Dark Forces
Fifa RTWC	Carmegeddon 2	C+C tiberian sun	Braveheart
AOE 2	Enemy Lines	Diddykong Racing	The sim series
Streetfighter series	GTA London	Goldeneye	Blood 2 the chosen
Virtua Fighter 3tb	Croc	Tekken Series	NFS Series
Resident Evil 1,2	Ready 2 Rumble	Homeworld	Outcast
Broodwars	Hidden & Dangerous	Kingpin	Colin Mcrae Rally
Aerowings	Armada	Giga Wing	Get bass
Expendable	Worms Armegeddon	Soul Calibur	Speed Devils
Trickstyle	House of the dead 2	Toy Commander	LBA 2
Sensible Soccer 2000	Sega Rally	Screamer Rally 2	Screamer
South Park	G-Force	G-police	Gene Wars
KKND	Novastorm	NHL 97	NHL 98
NHL 99	Nuclear Strike	Populous	Populous TB
Tyrian	Turok 2	Unreal	3D Lemmings
Unreal Tournament	11th Hour	5th Element	7th Guest

Check these out at http://www.closetgamer.co.uk

OR CALL

0906-4-11-02-13

You can also call our CLOSET GAMER HOTLINE to access our games walk throughs

Champ Manager 2	Die Hard Trilogy	Descent 2	Deathtrap Dungeon
Descent 3	EA Sports Cricket	Get Medieval	Flight Unlimited 2
Thief	Extreme G2	Cool Boarders	Pokemon Stadium
Dark Forces 2	Legacy of Kain	Soul Reaver	Soul Edge
Sin	Nocturne	Parasite Eve	Alundra 2
Silent Hill	Tomb Raider 3	Unreal	Theme Hospital
Resident Evil DC	Ridge Racer 4	Settlers 3	House of the Dead
Robotron X	Urban Chaos	James Bond	Shadow Tower
Wipe out 2097	Earthworm Jim 2	Super Gokuden	Messiah
Space Quest 2	Cool World	Sonic & Knuckles	Mission Impossible
Gemfire	Command&Conquer 2	Might & Magic 8	Metal Gear Solid
Battlezone 2	The Dig	Diablo	Discworld
Discworld 2	MDK	Men in Black	Metal Slug
Myth	Myth 2 Soulblighter	Red Alert	Resident Evil
Resident Evil 2	Rogue Squadron	Worms	Worms 2
Wizadry 7	Ishar 3	Immortal	Alien V Predator
Alpha Centuri	Alundra	Full Throttle	Future Wars
Earthworm Jim 3D	Evolution	Overseer	Outcast
Darksun	Dark Seed	Quake	Quake 2
Virtua Fighter Series	Yoshis Story	Ceasar III	Civilization
Colonization	Cutthroats	Cyberia	Zelda
Zork III			

***GAMES SUPPORT LINE** - If you need any technical support with any game, or have a question about cheats - call the CLOSET GAMER TECHNICAL SUPPORT LINE on*

0702-112-0-113 *(open 9am - 5pm - Monday to Friday)*

PICK UP THE PHONE FOR A CHANCE TO WIN £1,000's OF PRIZES

WIN A SEGA DREAMCAST Just dial 0906-4-11-02-20

If you achieve the highest score by the end of the competition you win a fabulous Sega Dreamcast.

INSTANT WIN PRIZES

Answer the question and then break today's code to win some fantastic prizes

Win £150 of Gameboy & Playstation games..0906-4-11-02-15
Win a Sony Playstation.....0906-4-11-02-16
Win a N64 Color 0906-4-11-02-17
Win a Silver Combi TV & Video 0906-4-11-02-18
Win a Mini Disc Player 0906-4-11-02-19

Please ask permission from the person who pays the bill before calling. Maximum calls cost for under 16 line is £3, and maximum duration is 6 minutes. On the Over 16's line there is no maximum. The Sega Dreamcast competition involves answering 10 statements worth 1 to 10 points. The person(s) who has the highest score on 30th June 2000 wins the prize(s). The Instant Win competitions involve answer a question, after which you have to break a 5 digit code which changes daily - you are told if you are higher or lower than the answer, if you do not get it correct. If you would like written details, rules, or winners details write with a stamped addressed envelope to TAP Ltd, Kinetic Centre, WD8 4PJ, Tel. 0870-7-421-703.

NEXT MONTH: issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes, Flashback,*

REVIEWS

WHAT'S IMPORTANT

The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

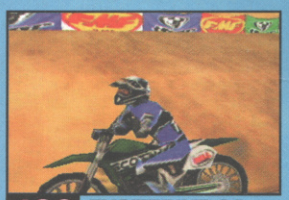
HONEST Regardless of hype, reputation or advertising, if it's a great game we'll say so and if it's poor, we'll tell you the truth.
FAIR We're not biased. A good game is a good game, regardless of format or who has made it.
THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.
KNOWLEDGE Computer and Video Games is 18 years old. We were the world's first games mag – which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

computer and video GAMES ★★★★★

Any game that earns the Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...

96 DIABLO 2
Fiendish hack 'n' slack frenzy



106 EXCITEBIKE 64
The name doesn't do it justice

126 SAMBA DE AMIGO
Ay, Caramba!

Dreamcast.

COST: **£29.99**
OUT: **30 JUL**
MULTIPLAYER: **NO**

WORDS & SCREENSHOTS: LES ELLIS

HIDDEN & DANGEROUS

Those Nazis don't like it up 'em in this WW2 epic

Think *Commandos*. Strategy so mentally challenging that it made your hair hurt. Now set that in a 3D world that makes you wonder why the hell they can't make *Tomb Raider* games look as good as this. *Hidden & Dangerous* is the story of a bunch of WW2 Commandos, using tactics, strategy and awesome firepower to overcome the evil Hun and generally being as much of a pain in the ass to the Nazi war machine as possible.

ONE IN THE EYE FOR THE NAZIS

Your heavy machine guns can make a real mess of the paintwork on Nazi vehicles

Some nasty Nazis stopping you making progress? Then get your sniper rifle out and ruin their day

When th
views, y

Advance
as they h

MISSION H.Q.

Not all the strategy is worked out in the field. You need to stick the right people in the team, and tool them up so they have the right toys to use on their job.

The campaign briefing will give you some idea of what to expect, and what area you'll be working in

Who do you take? Remember, if they die in the field, they're dead for the rest of the game. Do you risk your best men early on?

Open up the Grattan's weapons catalogue and choose your tools of destruction (take a default setting if you can't be arsed)

When the tactics have been laid down and your strategy worked out, it's time to get out there in the field and do the hard bit, completing the mission. Using first- and third-person views, you get involved in some of the most intense combat situations seen on the DC.

Advance the men over the bridge: one stays back to cover the rest as they hide behind a vehicle

The camouflaged team prepare to attack a factory... once they can find a way in

Die, die, die! *Hidden & Dangerous* will have you whipped up into a Bosh-bashing fury in no time

EXT MONTH! Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*, *Flashback*,

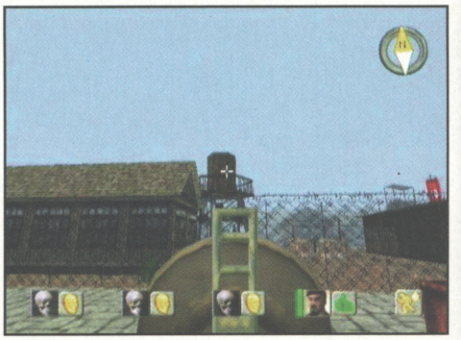
ngs 2
one of
titles

ACTIONSTATIONS

Everything in a level can be used as part of a strategy, so you can try all sorts of weird and wild ideas, so long as the Nazi scum die and your mission is accomplished.

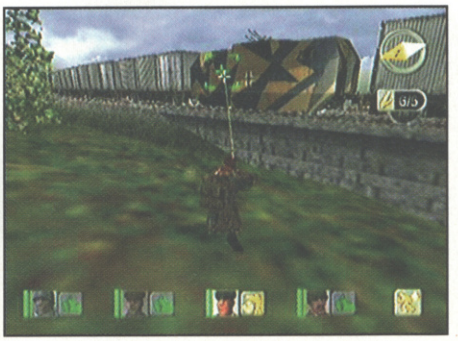
A ladder leads to the top of an oil drum, where the opportunities for causing mayhem are endless

Getting in shootouts is not a good idea, unless you're sacrificing someone to draw out troops – now who's got the grenades?



That tower provides the perfect place to spy on what's going on inside the camp on the right

Hiding inside buildings is good if you want five minutes to think about what's going on... just make sure you clear them out first



This armoured carriage holds several machine gunners, so you'll need to get up close and personal if your team are to survive

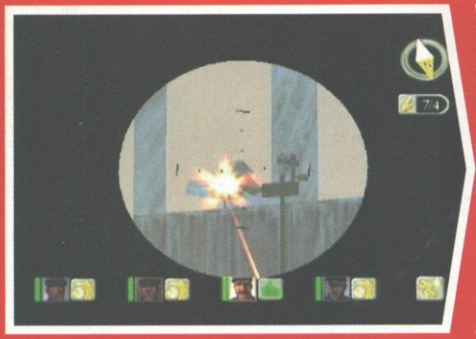
Notice the heavy machine gun that the Germans used on you – there's nothing to stop you using it on them

"H&D *is surely the most ambitious co*

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

TELESCOPIC SPITE

Get to high ground and unleash one of the deadliest weapons in the game, the sniper rifle. He can zoom in to pop a cap in someone's eye or see what the troops are up to in a base.



Before you cross open ground, use the sniper rifle to clear out the tower that guards it

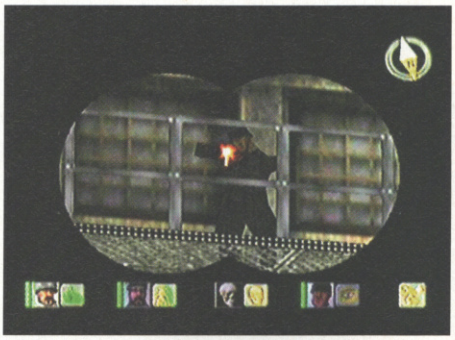
There's not much to top wasting one of these guys from miles away – they don't know it's coming until it's too late

"Lovely day for it, Fritz." A well placed bullet will ruin this quiet drive in the German countryside

WAR, WHAT IS IT GOOD FOR?

Killing people – simple really. And let's face it, when you're on the winning side, war is great fun. Try these for highlights...

Well it works in the movies: just charge into a nest of Germans with all guns blazing – the film stars never get hit so why should I?



Oh you think you're so safe firing from that far away. I've spotted you with my binoculars and now you're for it you Nazi Squarehead

All those lovely German buildings, just ripe for some expert Commando to go in and blow the hell out of them

Thought you were going to get away on that bike did you? Nope. Sorry, my grenades got there first

That was stupid, leaving a vehicle lying about. What's to stop you nicking it and using it in your missions? Nothing...

Send you troops out doing different tasks to hit the Germans from all sides. You'll win the war with Commandos like these

nversion job on the DC behind Quake 3"

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Commandos* (PC)**

TOUGH AS HELL

Hidden & Dangerous features the harshest environments, fills them with nasty Nazis and puts you in charge of the few men capable of achieving your mission objective. Tough? Tough just isn't the word.

WAR CRIMES

The PC game let you save whenever you liked, meaning that if you did something right, you saved, so the next mistake wasn't too costly. Forget that. You save at the end of level in the DC game – screw it up and you have to do it the hard way. Lose men early on and it gets tougher later as the best soldiers are dead and you're left with team members who may not be the best at what they do.

BLOODTHIRSTY

The way you can approach the missions however you want as long as the objectives are achieved makes the game feel very personal and allows you to get as vindictive or sneaky as you want. There's little that can match putting a bullet through some German's eye from miles off as he patrols an area you need to be in. Except maybe watching body parts fly when one well-delivered grenade hits the spot.

BULLET IN THE BRAIN

The controls are a bit weird, but you soon get used to them. The gameplay is complex, so much so that you have to spend more time working out how to do the missions than actually doing them. But the freeform style of the tasks, and the wonderful graphics and sound effects make this something you want to keep going over and over. *H&D* is surely the most ambitious conversion job attempted for the DC behind *Quake 3*. We've played *Q3* on DC and it rocks. So does *H&D*. Get over the fact that this is the most difficult game on the DC and you have an addictive and immersive strategy shooter.

computer and video GAMES ★★★★★

COMPETITION

20 copies of this epic up and at 'em for the DC. Answer this:

In which year did World War Two end?

a. 1944
b. 1945
c. 1946

Send your answer marked 'Bosh-bashing Compo' to C&VG Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London EC1V 7QP

The closing date for entries is August 16th

WORDS & SCREENSHOTS: PETER WALKER

DIABLO 2

Enter the pearly gates of hack 'n' slash heaven

The door smacks open and you run into a chamber decked out with torture racks. Suddenly fireballs come from every direction and a dozen shambling monstrosities surround you. As multiple blows pierce your armour, spurts of blood gush onto the crimson-splattered floor. Every blow from your spear turns enemies green with poison coursing through their veins, but you can't kill 'em fast enough. Your belt is almost out of health potions, and in a last bid to clear a small hole in the wall of bodies to escape through, you tap the hotkey for the Impale skill... It's all just a typical 15 seconds in the killer action-fest that is *Diablo 2*.

BIG WEAPONS HARD ARMOUR

Any self-respecting kill-fest needs a mind-blowing array of tasty weapons and gear that look impressive in hand and add variety to the gameplay. *Diablo 2* has it big-time, including magical, imbued or unique goodies with special powers to die for.

You'll soon find yourself desperately searching the mangled bodies of your foes for powerful gear – or enough gold to trade here with Charsi for new goodies. Each act has a different town and traders

A cool new feature is socketed equipment. Insert gems into them and they gain new powers. Slap three Perfect rubies in a two-handed sword and it glows red like here – and kicks bottie

Uniques: Very rare but extra spesh weapons, armour and jewellery. *D2* also features all-new matching sets (there's about one item per act). These beauties can only be found not bought so get slaying

PC CD ROM

COST: £39.99

OUT: NOW

MULTIPLAYER: 1-8

PLAY ME BIG BOY

Diablo 2 plays out much like the original – only this time it's far bigger with four themed acts to work through in sequence. Now you have to scrap your way overland through moors, deserts and jungles to get to caverns and dungeons to fulfil quests and ultimately take down Diablo, who's on the prowl again. Literally thousands of his minions will try to stop you.

Fast 'n' furious: We're talking hack 'n' slash boiled down to an artform. You need excellent hand-eye co-ordination and the swiftest reactions, all the while monitoring your health and mana reservoirs

Quests: You'll pick up sub-quests along the way. You even return to Tristram from *Diablo 1* to free the mystical Deckard Cain and, pleasingly, kill this now undead fat freak Griswold the blacksmith

Stat-crunching: There is a bit, but it never keeps you out of the action for long. Killing and finishing quests gains experience points, then beef up whichever attributes best suit your style of play

The real innovation are these class-specific skills trees. You can choose offensive or defensive skills and spells or improve weapon mastery, so same-class characters can have different skills

CLASS WAR

This time out there are five all-new character classes, each boasting loads of distinctive skills and abilities that make for different playing styles, which means lots of replay potential and shed loads of fun while you learn 'em all. Try wading in Barbarian-style with the Sorceress, and you can kiss your spell-casting butt goodbye. At least one of these five will suit you...

Amazon: Good starting character, she's a fiend with bows and spears. Switch to multi-arrows, and you can clear a room from afar in seconds, or use level-ups to boost your spear jabbing powers to a blur – superb for duelling

Barbarian: His tough constitution means he's the perfect class to get up close and personal. With a weapon in each hand and a simultaneous strike skill, you become a whirling dervish of steel death. Has some cool war cries

Paladin: Fancy multiplayer? Get a Paladin in your party. He's got a healthy constitution so is good for face-to-face scrapping, but his range of auras benefit the whole adventure party and makes him a natural rallying point

Necromancer: Raises undead minions like these who rampage before you, leaving you clear to take pot-shots with ranged weapons. Not that you're defenceless – a few clicks and you're protected by an instant wall of bone

Sorceress: Veterans of the original will be right at home with some of her lower-level spells, like Charged Bolt and Nova. Weak at first but later devastatingly powerful, you'll need lots of mana and stamina potions for fleeing

NEXT MONTH! Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*, *Flashback*,

BEAUTY AND THE BEAST

Every level is chock full of slithering, shuffling, crawling, flapping, scuttling and bounding fiends of all descriptions created in beautiful detail, boasting mint animations and differing weapons and attack styles. Batter them to within an inch of their miserable lives, and some even run off and cower in a corner, where you nail 'em later.

You rarely know what species of foul beast is just around the corner. There are unique mini-bosses too, like this guy. They tend to come with a host of underlings and drop cool items, so kill 'em all

Some quests lead you to über-bosses like The Smith or Raven. This is Andariel, the major boss at the end of Act One, who literally goes up with a satisfying bang that rocks the floor

Enemy attack styles vary. These blue Carvers retreat when one is killed and are best picked off using missile weapons, but fireball-lobbing Shaman resurrect the dead and should be taken out first

Use tactical skills. In rooms skellies peppering your Amazon with arrows, use the Slow Missile skill; or if your Barbarian can't catch fleeing foes, he can jump ahead or Taunt them to attack

"Diablo 2 is a slick, button-bashing killing frenzy"

COOL NEW STUFF

Blizzard worked hard on loads of cool new features which enhance the fun without dragging down the easy-access, all-action feel. We're not just talking hidden rooms, improved trading interfaces, hiring NPC mercenaries, belt potions automatically dropping into hotkey slots, weather, night and day effects and more of everything (though there is).

You've now got a new attribute to juggle – stamina. This tells you how long you can run for – when that yellow bar at the bottom goes red and disappears, legging it is no longer an option. Turn and fight

This new system makes inter-level travel easy. Touch a waypoint and you can enter the same level in later games from any waypoint you've collected. Crafty Player Killers use them as traps too

There's now four elements you'll need to get resistant to: Fire, Cold, Lightning and Poison, which turns your health bowl green. But these can work *for* you too – use a Cold arrow to slow up speedy bosses

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

GET CRAFTY

There's more to this hack 'n' slash business than just piling through levels twatting blindly at anything that moves.

Avoid being surrounded. In open areas use hit-and-run, falling back before you're overrun. In dungeons, hold Shift to fire untargeted arrows through open doors then pick 'em off as they emerge

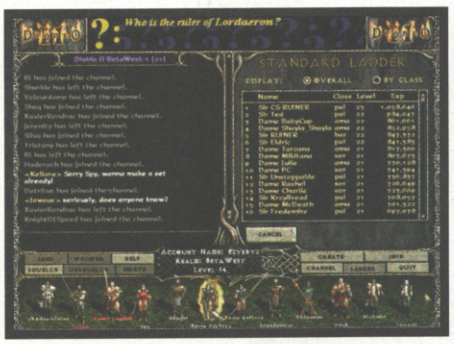
Use your lugholes – trapped chests creak on opening, and some monsties' growls can be heard through walls. Unique mini-bosses cast light pools that can be seen without entering a room

Hire NPC mercenaries to distract bosses, and lay a Town Portal link to safety nearby for a quick return if you die. Empty belt problems mid-scrap? Keeping the Inventory open lets you right-click potions

EIGHT IS RIGHT

Single player is a glorious romp, but *Diablo 2* seems to have been made with multiplayer in mind, and this is where it really shines, adding a new layer of fun. Many of skills and spells don't just help the user, and while they also work on NPC cannon-fodder hirelings, they're intended for a multiplayer adventuring. So make use of Blizzard's excellent Battle.Net servers.

Up to eight people can join your party, and the useful icon and health bar for each player in the top-left of your screen tells you if they need rescue. The Paladin's team auras, which show up round allies' feet, are ranged, so low-level characters should stick close



Knowing that players love to kill each other almost as much as the monsties and the outrage this caused in the original, *Diablo 2* only lets Player Killers declare hostility when they're in town, and their intended victim is automatically alerted

One-player characters can be used in network multiplayer games, but sadly not online, where character details are stored on the servers. This should banish the frustrating cheating of *Diablo 1*, but means nasty phone bills

STAYING POWER

Loads of RPGs boast about their long-term and replay appeal and maybe you'd think a hack 'n' slasher wouldn't have that. Not so – *Diablo 2* is a higly-polished action-fest on the surface, but Blizzard's piled so much in that you're constantly learning craftier ways to kill monsties, and simmering underneath is a collect 'em-up with *Pokémon*-esque addiction qualities.

***D2* takes weeks to look this hard and many months to complete with all five classes, let alone max them out at Level 99. Then add in the vast array of equipment, skill trees, and three difficulty setting...**

There's even a no-ressurect hardcore mode to unlock, though in normal mode dying is now less painful - your hard-earned goodies stay on your corpse till you're resurrected and retrieve 'em

Set-piece levels in *Diablo 2* stay largely the same, but many levels have random elements so you never know where to find shrines and exits, or exactly which monsters and equipment you'll find and where

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Nox* (PC)**

***Icewind Dale* (PC)**

Arcade classics like *R-Type* and *Gauntlet*

MASS MURDER

Diablo 2 is a slick, button-bashing killing frenzy that doesn't pretend to be a hardcore role-player like *Baldur's Gate*. It appeals in the same way as many early arcade games – successfully pitting your lightning-fast reactions against the evil hordes is damned satisying.

STAT-ATTACK

There's some stat-crunching but it doesn't have to get in the way of a quick action fix, if that's all you want. But once you're hooked, those stats become as engrossing as a footie management sim and the search for rare items as compulsive as any collect 'em-up. You care about your characters after investing time and effort into creating the finest killing machine around: proof of your godlike reactions and playing style. But that doesn't mean half as much unless you show it off online.

WHAT A BLOCK-UP

Blocking players from building online characters up for free offline is a blow. *D1* was one of the PC's biggest sellers in the US in '97 cos playing online was so good – and their Net calls were free. But back then online gaming hadn't really happened here and most of us missed out or grumbled about the pony PlayStation version. *D2* will run on a 233Mhz PC with a typical dial-up connection, is fun for a quick blast or months and should be ideal for veterans or Net gaming virgins. But most of us are still paying for Net calls, and won't want to pay twice to play a game. Doh!

THE VERDICT

It's never going to win over players who'll only play a game with PS2-quality 3D graphics, a plot at least halfway to *Half-Life*, pant-cacking scares or chin-scratching strategy and puzzles. But that's their loss. Despite missing all those qualities, it still has the most important ingredient of all – it's wicked fun.

computer and video GAMES ★★★★★

COMPETITION

Once we've jemmied them out of Pete's clutches, we've got five copies up for grabs.

How many character classes were there in *Diablo 1*?

A/1
B/3
C/5

Send your answer in to Diablo 2 Compo, CVG Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London EC1V 7QP.

Closing date for entries 16th August. Good luck!

NEXT MONTH! Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue. Been waiting for *Lemmings 2: The Tribes*. Flashback.

PlayStation

COST: **£29.99**

OUT: **NOW**

MULTIPLAYER: **NO**

WORDS & SCREENSHOTS: LEE SKITTRELL

NIGHTMARE CREATURES II

Don't worry – you'll still sleep soundly

Videogames can be violent and upsetting, no question. The bit in *Silent Hill* where you whack the nurse with the massive hammer, the flyblown body bags strung up in *Shadowman*, the scene in *Resident Evil 2* where the worm bursts from the body of the reporter in the jail. Icky indeed. But sometimes the violence can be so over-the-top, so joyously gratuitous that it'll have you chuckling at the cartoon-quality of it all. *Nightmare Creatures II* is as bloody a game as you're ever likely to see but, with its tongue planted firmly in its cheek, you won't have to worry about it giving you bad dreams.

MYEYES

Graphically, *NCII* is a gothic treat. Your main character, Herbert Wallace, is superbly drawn and appears massive on the screen – as do the creatures he must battle. Your surroundings are also nicely drawn although there's the odd glitch here and there.

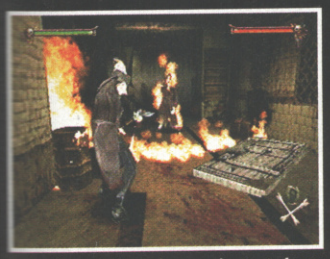
The camera will switch during battles and lock onto targets. This allows for some awesome views when fighting the monsters

It's okay for Wallace to run with sharp objects – especially when he's so good at using his axe to dish out death

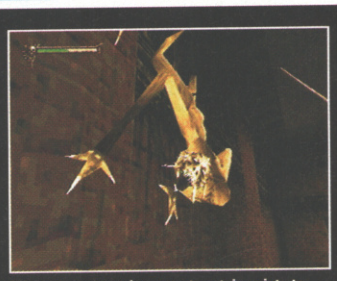
Wallace can even take to the filthy water to progress through the *Nightmare* world – streams of bubbles follow in his wake

DIELAUGHING

NCII is more funny than scary, but it still manages to pull off a few big scare moments. The plot's a bit thin – rescue the lovely Rachel and defeat Dr Crowley and his minions – but there are new monsters to encounter as the game goes on to keep you playing.



The opening set piece where you bust out of your padded cell is tremendous – the fire effects are special too



Mini cut-scenes take over at certain points to heighten the tension. These demons are begging for your axe

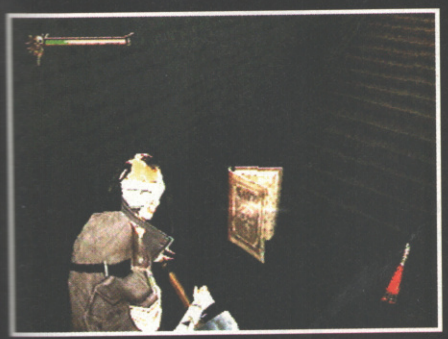
Except for the fight scenes, you won't see a lot of Wallace's mug in the game as the camera is usually focused on his ass

Almost everything in the gameworld can be bashed up - these windows have to be smashed to get to the next section

"NCII is more funny than scary, but it still pulls off a few big scare moments"

TRICKYSICKY

If you're having trouble sending the creatures back to Hell, you should look out for the various items that can be collected throughout the levels. Pliers can be found to cut through chains, there are switches to pull and spells to collect. Keep 'em peeled, folks



With limited continues and super-tough monsters, you'll be grateful for frequent save points. In *NCII*, the save book is your best friend

Keys unlock doors (doh!) and the plasma bags refill your health meter - combat can take its toll, so you'll really need them

Wallace can use different spells that'll usually knock the enemy down in one go. This monster's been frozen solid – smash him up

ISSUE 225 COMPUTER AND VIDEO GAMES 101

NEXT MONTH!

Remember that guide to AT200 developments we promised you in this issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*, *Flashback*,

LET THE BLOOD RUN FREE!

Nightmare Creatures II plays host to some of the bloodiest, nastiest, most supremely icky ways to waste your undead enemies. When Wallace is in battle mode and locked on, you can use various button combos to mess up your opponent. After a time, you'll get the chance to perform a ghastly fatality move. These automatic sequences are great the first time you see them. While each of the game's monsters is dealt with in a different way, the end result is usually the same: survival for you, delicious and spectacular death for your enemy. Cue maniacal laughter...

Your zombified fellow inmates kneel before Wallace as the execution begins. With a swift swing of your axe, you can take their

Not content with a little decapitation, Wallace proceeds to hack the zombies up into itty bitty pieces in a beautiful shower of claret

These big pasty monsters can cause you headaches, but smacking them down with an axe to the chest makes it worthwhile

Ripping the axe from the monster's quivering flesh leaves the beast sprawling in a pool of its own entrails

These horribly distended naked honeys don't take too kindly to a sharp headbutt from our bandage-wearing hero...

But Wallace certainly gets a kick out of putting the boot in when they're down. Lovely squelchy noises accompany the horror

WHAT A WAY TO GO!

In a game where there are many splendid ways to kill, it's only right that there are also many grisly ways to die. All the creatures have a devastating special attack. Zombies will chew on your neck, demons will pin you down and eat your face, while the bigger creatures will fling you around like a puppet. Pass the plasters...

The Zombie inmates are so stupid that it's even more infuriating when you muck up and let one chomp happily on your neck

Another one bites the dust. Shame it's you. These big muthers will really bash you up if you give 'em the chance. So don't

Pinned again. Getting trounced on a regular basis is not good for your game – you've only got five continues until it's all over

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Legacy of Kain: Soul Reaver **(PS, DC),** ***Shadowman*** **(N64, DC)**

TWO BECOME ONE

Nightmare Creatures II is a strange mix of scrolling 3D beat 'em-up and third-person action adventure, and in this case, the two styles don't sit all that well together. Exploration of the levels is linear and simple – pull a switch here, collect a key there – and is broken up only by monster encounters. These battles are often long and difficult and while you can run away from some fights, certain areas have to be cleared before you can proceed.

GORE BORE

The monsters are rock hard but move predictably, making fights a simple affair of attack, block, attack. Even so, a mis-timed attack can leave you vulnerable to a world of pain. Even the gore starts to lose its impact after you've seen the same fatality animation over and over again. Finding and attacking new monsters for the first time is great though.

CONTRADICTIONS

Playing *NCII* is both satisfying and frustrating: you'll hate the unforgiving difficulty level, but you'll want to try to get just that little bit further. The battles can be predictable, but you'll howl in triumph after pulling off a fatality on a new beast. Discovering a new gothic game environment is exciting but the actual exploration of the level can leave you cold. There is much to enjoy in *Nightmare Creatures II*, but also much to cause you grief. It is worth trying it out though.

computer and video **GAMES**

★★★

COMPETITION

We've got five blood-curdling copies of *Nightmare Creatures II* up for grabs. Just answer the question below and send to: *Nightmare Creatures 2* compo, Computer and Videogames, Angel House, 338-346 Goswell Road, London, EC1V 7QP

What's the name of the character you play in *NCII*?

1/Wallace
2/Gromit
3/Edward

NEXT MONTH!
Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of top game reviews. Been waiting for Lemmings 2: The Tribes, Flashback,
PULL-OUT POSTER
computer and video
GAMES
CHASE THE EXPRESS:
James Bond meets
Under Siege 2 meets
Syphon Filter

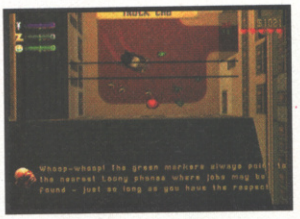
Dreamcast

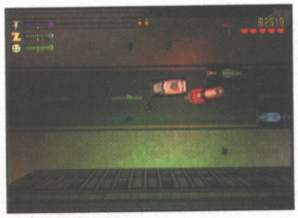
COST: £39.99
OUT: NOW
MULTIPLAYER: NO

GTA2

WORDS & SCREENSHOTS: DEAN SCOTT

Another PC port? It's criminal!





Two dead cops, a burning car, and you're still alive. Sorted

'You'll never take me alive, pigs!' 'No sir, we'd just like to return your wallet.'

WHAT YOU NEED TO KNOW

You could earn an honest living, or you could drag a dude out of his car, twat him, take the car, drive to the bank, kill some cops and make off with some fat cash. *GTA 2* hits the DC, and it's the polar opposite of dull, honest job sims like *Let's Go Drive A Train*. Predictably, it's the same game as the PC version that sees you terrorise a city on a top-down crime spree.

SAME OLD SAME OLD

The graphics have an odd soft-focus N64 feel to them, but it's fun to play. You earn respect by doing jobs for crimelords and try to avoid Inspector Plod on the way. You can kill lots of people in lots of inventive ways. However, it's the same as last year's PC title, and that should annoy you. The cars you drive aren't real, and the visual style is more futuristic than the gritty *GTA 1*. The gameplay feels pretty tired too, and all that mischief soon gets boring.

WORTH PLAYING?

If the concept of naughtiness is new to you, you'll find some fun here, but most DC owners will have twice the fun on *Crazy Taxi*. The fun in *GTA 2* is being given a rocket launcher and a city full of people to puree and cremate. The missions soon start to feel samey, and you could probably make *GTA 2* a courier sim without losing much of the fun.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...
Driver (PS), *Crazy Taxi* (DC)

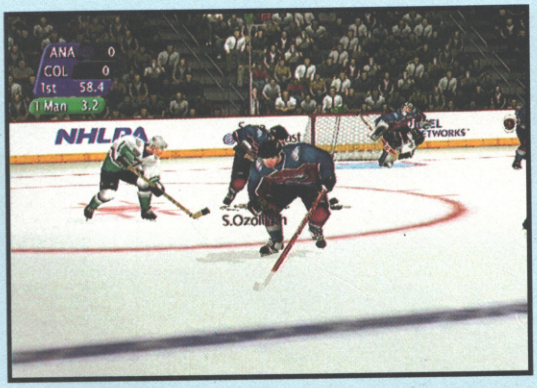
Dreamcast

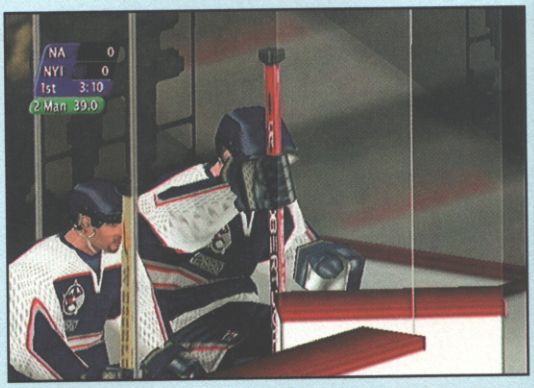
COST: £39.99
OUT: NOW
MULTIPLAYER: 1-4

NHL2K

WORDS & SCREENSHOTS: DEAN SCOTT

Crunch, slash, crack, ooof!



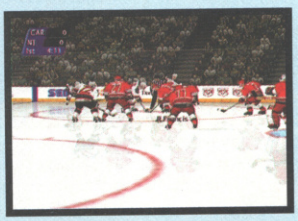


WHAT YOU NEED TO KNOW

Sega Sports continues to pump out some of the finest sports games in history. *NBA 2K* was awesome, and *NFL 2K* was cool (only they haven't released it yet) and now they've done ice hockey to those same standards. The graphics are TV quality, the sound effects are just perfect and the real-life players are animated superbly. And it's not to be confused with PlayStation's *NHL 2000* – it's a totally different game.

PUCKING AROUND

It's easy to skate around and knock the puck about, and you'll wince as players crunch each other off the sides of the rink. The only flaws are down to ice hockey itself: pucks are pretty small, and sometimes you lose where it is. The game camera gives you a cracking view of the ice, but those small goals appear even smaller as you zoom out, making shooting a nightmare. Scoring is damn tough in *NHL 2K*, and you learn the best ways by watching CPU teams or real hockey on Channel 5.



WORTH PLAYING?

Fans will explode with excitement on sight, but ice hockey doesn't stand up quite as well as a non-fan sport compared with basketball and American football. The lack of goals can frustrate in two-player mode, but you'll both admit it's compellingly realistic. And yes: of course you sometimes get to fight.

Sega Sports games look sexier than Caprice

computer and video GAMES

★★★★

IF YOU LIKE THIS TRY THESE...
ISS Pro Evolution (PS), *NBA 2K* (DC), *NHL 2000* (PS)

PC CD ROM

COST: £39.99

OUT: NOW

MULTIPLAYER: 1-8

The crack troops of the glam rock brigade were laughed at heartily by the rest of the men

Take a leak on this electric fence and you're going to be in agony for the rest of your life

DARK REIGN 2

RTS disciples get another temple to worhip in

WORDS & SCREENSHOTS: MAURA SUTTON

WHAT YOU NEED TO KNOW

The future is, of course, dark. The Jovian Detention Authority rules the world with an iron fist. A privileged few live in splendour in high-security domes. Outside, in the nightmare of the Sprawls, ghetto girls and boys mix with the monsters to form the Sprawlers. They may not have the polished precision of the JDA, but their rag-tag army will give every last ounce of blood 'n' slime for the cause. Whose side are *you* going to take?

REIGNING BLOOD

The second instalment in the popular *Dark Reign* series has a suitably outlandish sci-fi plot quite different to that of the first game. In Campaign mode you can play as either the Sprawlers or the JDA. The JDA are much more clinical and self-righteous, whilst the Sprawlers are verging on the animalistic. Instant Action mode gives you the chance to undertake short missions for either faction if you just fancy a quick skirmish.

FAMILIAR STRATEGY

Dark Reign 2 is one of the prettiest RTS games on the market. Frequent cut scenes, commanding music and occasionally hilarious sound effects make for a splendidly cinematic package. The gameplay is relatively conservative, focusing on RTS staples such as base-building, army management and battles between teeny-tiny troops. It might sound complicated, but the control system is so well designed you're up and running in minutes.

WORTH PLAYING?

RTS fans will welcome the return of a much-loved classic. The effortless gameplay and wide-ranging multiplay options all make this a safe purchase for *Dark Reign* disciples. Newcomers to the world of RTS might find the pattern of building, collecting and fighting somewhat repetitive as they progress through the campaigns. Slick and sleek it may be, but not quite essential.

You must gather Taelon to keep your base running smooth

Someone tell him tank rush tactics only work with massed units. Doh!

Flying tanks against the weakest ground troops: now *there's* a fight

Set a rally point near the enemy when you're building troops or vehicles

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...

Total Annihilation (PC), *Command & Conquer* (PC/PS)

NEXT MONTH! Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of

COST: £44.99
OUT: SEPT
MULTIPLAYER: 1-4

EXCITEBIKE 64

The greatest motorbike game ever thunders in, giving N64 owners something to shout about

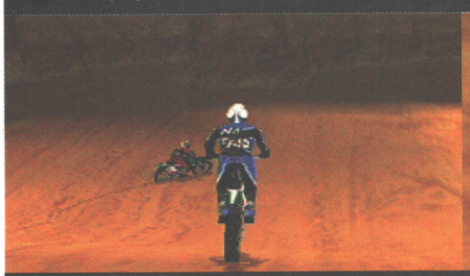
WORDS & SCREENSHOTS: DEAN SCOTT SPILLS & THRILLS: DAN PAYNE

Dean and Dan square off in the Canyon, shouting abuse and doing some amazing jumps...

Dan: "I am killing you. This is the first time I've played it and I'm killing you"

Dean: "We've still got two laps left you tool, so keep it quiet"

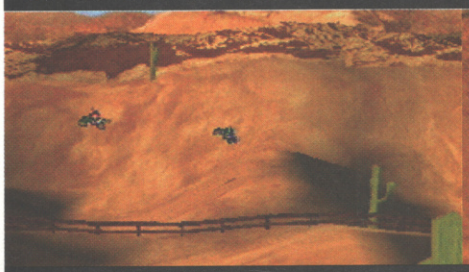
Dan: "Don't even talk to me, mate. I own this course. I am lord of the bike"



Dean: "The right tunnel is for girls, Payne. Trust you to take the wusses shortcut"

Dan: "Oh what a corner! I am seriously the king at this game, mate"

Dan: "Oh check me out! I am the abolute man! Whooooooo!



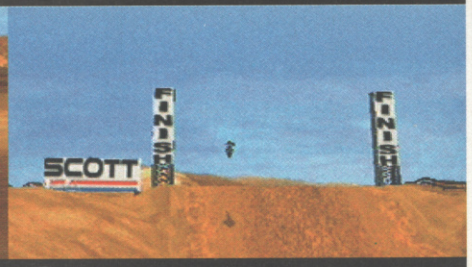
Dean: "Shut up, Payne. There's a big jump just up here. You won't make it"

Dan: "I'll destroy your wussy jump. Watch me baby, watch me..."

Dan: That isn't a jump! That's a chasm! You never told me there was a chasm! Oh shi..."

Dan: "I'm never going to make this you nonce! AHH! NOOOOOOOOOO!"

Dean: You should have used the turbos, mate. Who's the Daddy now?"



Dan: "I DON'T KNOW THE CONTROLS PROPERLY...YOU CHEATING @*&%!!"

TURBOCHARGED

The controls in *Excitebike 64* are simple, but so are the controls on a real motorbike. It takes lots of practice to get the best results: going full tilt the whole time drops you into a world of trouble, but each bike has an amount of turbo to let rip at opportune times. Overdo it, and the bike overheats and slows to a crawl.

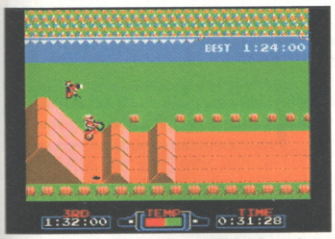
You've got to slide round the corners to get the quickest times – knock the other riders over if they get in the way

In a series of bumps you've got to land on each one on the down slope or you lose speed

Pull off stunts mid-race and you'll look like a lord. You can also wheelie your way around the stunt cicuit

FEATUREPACKED

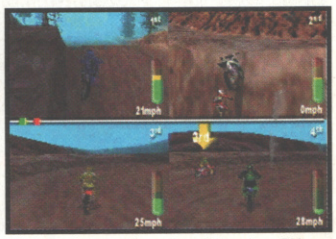
It handles amazingly, looks superb, and is challenging enough to last you months. But it's the host of added features that stamps 'five star game' all over *Excitebike 64*'s grinning face. The 16-year-old NES original which inspired this game is included in it's entirety here. It still plays great. And then there's multiplayer, track editor, even a football mode!



The original *Excitebike* from the NES. It's not just a cheesy freebie: it still cracking fun to play

The free roam in the desert is another highlight. You have to put out camp fires by riding over them

You'll never get tired of the fat jumps the game offers, especially when you get to make your own



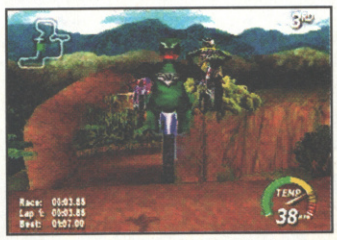
The four-player mode rocks – it hammers *Ridge Racer 64*'s multiplayer into the dirt

GETMUDDY

Yes, it's a motorbike game, but *Wave Race* was a jetski game, and if you played that you'll know it's one of the finest racing games ever. *Excitebike 64* has similar qualities to that killer title: the courses look amazing, and the variety is class. The handling feels spot on and you get a feel for bouncing around on a scrambler.

Many of the races take place in arenas like this one. Short twisty circuits make for close races

You can still pull off some mental jumps indoors though. It can win you races too



Even if you hit a jump second, a bit of turbo can steal you the lead

Versus mode is fast, thrilling and the view is clear. Nothing better than knocking over your mate

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Wave Race 64 (N64), *Champs Motorcross* (PS)

EXCEPTIONALBIKE 64

Excitebike 64 is an exceptional game. Don't be put off if you don't like motorbikes: the action gets your blood pumping, and each race is amazing thanks to the massive jumps and bumpy tracks. The added bonuses are well thought out too, not the half-baked pooh you usually get tagged on for free.

WALLOW IN THE DEPTH

It's a hard game to be brilliant at, but not at all difficult to have fun with. It's got that trademark Nintendo game depth with the tricks system, and the three difficulty levels ensure long-term challenge. It can be tricky to navigate some of the more complex tracks at times, but you soon learn. And once you learn, you can start working out where the shortcuts are. The tricks aspect adds another dimension, and you really have to be quick on the pad to pull off a rider's special moves. There's nothing better than hitting a jump bang on, and then sailing over the pack no-handed.

HARDCORE FUN

Excitebike 64 serves up excitement and fun by the bucket load, paints it brown and sprays it everywhere. Single player is a riot, and the multiplayer games quickly have a sofa full of gamers laughing and shouting. But remember, *Excitebike 64* won't work it's magic if you're playing on one quarter of a skanky 14-inch portable TV. The sound effects are cracking throughout, so beg or borrow a large TV, grab three mates and crank it up to the max. Awesome.

computer and video GAMES ★★★★★

Dreamcast

COST: £39.99
OUT: NOW
MULTIPLAYER: 1-4

GAUNTLET LEGENDS

How not to next-genify classic arcade games

WORDS & SCREENSHOTS: DEAN SCOTT

Watch out for falling rocks: this *Gauntlet* conversion has all the attributes to sink like a stone

WHAT YOU NEED TO KNOW
In the 80s a classic four-player called *Gauntlet* was a smash hit. You and three mates ran around dungeons hacking up thousands of bad guys. Literally thousands. This DC game is the conversion of a two-year-old arcade title that took the ideas into 3D, running them through the 'poor games converter' on the way. Windy paths replaced wide, baddie-filled halls, and the zoomed-in view removed the fear of approaching a room that you could see was rammed wall-to-wall with fire spitting demons.

A BUTTON IS ABOUT TO DIE
Your A button will seriously fall out with you here. You'll be pounding it furiously as you wade through at least 200 baddies per level. Two hits does for most of them, and knocking out the generator stops any more appearing. The power-ups are more creative here than in the classic game, but the pyrotechnics don't make up for the dull gameplay.

WORTH PLAYING?
Even in four-player it's boring before the end of the first level. The zoomed-in isometric 3D viewpoint gets you lost because you can't see where you're going, and the player movement is overly slow. Not even the reappearance of *Gauntlet* über-baddie Death can save this. And that soul-shaking racket he used to make whilst sucking your life away is gone. *Gauntlet* fans grieve with us.

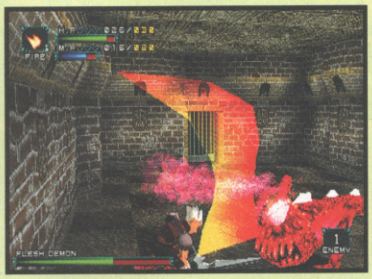
computer and video GAMES

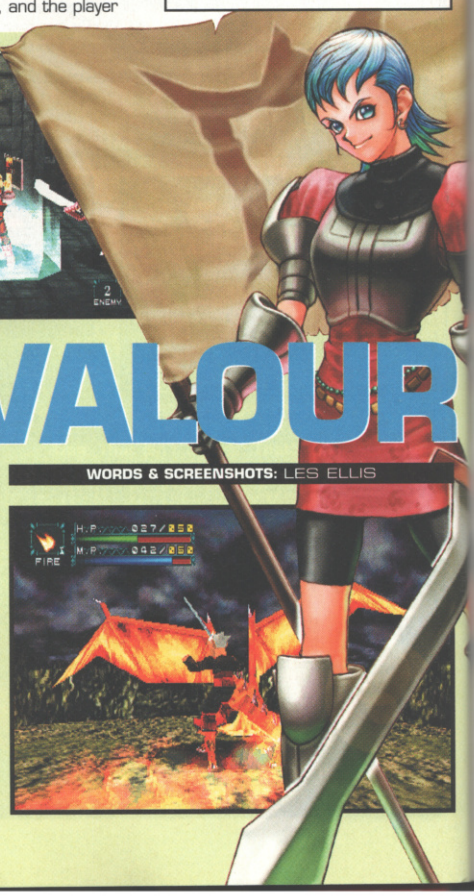
★★

IF YOU LIKE THIS TRY THESE...
Sword of the Bezerk (DC), *Soul Fighter* (DC)

PlayStation

COST: £29.99
OUT: NOW
MULTIPLAYER: NO





DRAGON VALOUR

A new *Golden Axe* for the year 2000

WORDS & SCREENSHOTS: LES ELLIS

WHAT YOU NEED TO KNOW
Remember *Golden Axe*? It's the game that inspired the likes of *Streets of Rage* and *Final Fight*. Well imagine *Golden Axe* climbed in a TARDIS and jumped forward about ten years. Realising that ripping off an aged classic is not a good thing, Namco have thrown in a few tweaks to the gameplay, but we're not fooled – this is *Golden Axe* in disguise.

OLD SKOOL COOL
If you forget the RPG elements, which would hardly stretch the adventuring prowess of a Barbie doll, you're left with a pretty standard side-scrolling slash 'em-up with a few spells thrown in for good measure. Sound bad? Well it shouldn't, because *Dragon Valour* is all about old school gameplay. Admittedly, the levels could have been designed better and the bizarre variations in the path of the game depending on who you marry and have kids with doesn't sit too well with the action.

WORTH PLAYING?
It's worth renting. Buy it and you'll find yourself in the uncomfortable position of finishing it in a few evenings. It does have appeal in the amusing spells and power-ups, with some pretty intense boss battles and the odd bit of platform action. But it doesn't have the longevity you want in something you spend £30 on. One for old school gamers who can remember when *Golden Axe* was technology at its peak.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...
Dynamite Cop (DC), *Fighting Force 2* (PS)

PlayStation

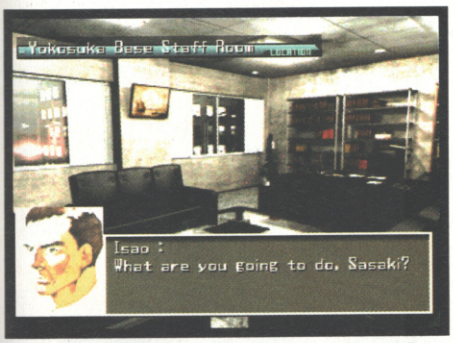
COST: £29.99

OUT: JULY

MULTIPLAYER: NO

FRONT MISSION 3

Are you hard enough to be an invincible Wanzer?



"Couldn't care less, Isao. Just show me something to blow up."

WORDS & SCREENSHOTS: STEVE O'HAGAN

WHAT YOU NEED TO KNOW

In the year 2112, the prime instrument of warfare is the Wanzer. These 30-foot battle robots take their name from 'walking' and 'panzer'. Good job it wasn't 'walking' and 'tank'. In *Front Mission 3* you control squads of these enormous 'bots and slug it out with other similarly outsized droidzillas in a turn-based combat system not unlike the PC and PlayStation classic *X-Com*. The plot revolves around a mysterious world-wide conspiracy involving renegade elements in the Japanese army. How you fit into all this depends on you...

THE CHOICE IS YOURS

There is a flexible plot based around the 'double feature scenario'. One time, you might be defending a roadblock against enemy wanzers. Start again and throw your lot in with the other side and you'll end up being the ones attacking the checkpoint. And characters that were your allies the first time round become your enemies the second, which makes for good replay value. The plot unfurls between battles in a section of the game where you talk to other characters, move from

location to location and access various databases. But these sections are shockingly tedious as you scroll through reams of piffling banter, chomping at the bit to get to the next battle.

TURN-BASED SLUGFEST

Each wanzer is allotted a number of action points at the beginning of its turn and you use these to move, attack, counter attack and use items. When you've expended your units' action points, it's the opposition's turn. There are a host of weapons, special attacks and upgrades to use and each attack is animated in true *Final Fantasy* style with huge explosions, bolts of electricity and bursts of gunfire flying all over the place.

WORTH PLAYING?

There is fun to be had here if you like turn-based combat games. The interface is slick and intuitive and it won't take long before you're mashing enemy wanzers and piling up the wreckage like an apocalyptic car compactor. But this certainly won't be everyone's idea of fun. The visuals are on the functional side and the between game RPG elements just annoy. Plus this would have been ideal for a two-player option which is sadly lacking. It won't worry the *X-Com* series.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...

Any of the *X-Com* series (PC/PS), *Armoured Core* (PS)

REVIEWS

STAR TREK CONQUEST ONLINE

FORMAT: PC
PRICE: £29.99
OUT: NOW

Conquest will reveal your inner geek

NEED TO KNOW

It's the Star Trek universe online, Jim – but not as you'd expect it. Play as one of the Q in a turn-based game of strategy spanning quadrants, races and technologies.

WORTH PLAYING?

A logical interface, authentic Trek touches and loads of depth make up for the initial disappointment in the developer's choice of genres.

computer and video GAMES

★★★

NBA IN THE ZONE 2000

FORMAT: N64
PRICE: £39.99
OUT: NOW

Givin' it some big air there, fella

NEED TO KNOW

All the NBA stars and teams in a challenging basketball sim that gets better the more you play.

WORTH PLAYING?

In The Zone 2000 is rough around the edges, with iffy animation and fiddly controls, but if you persevere with it there's enough gameplay to help you see past these faults.

computer and video GAMES

★★★

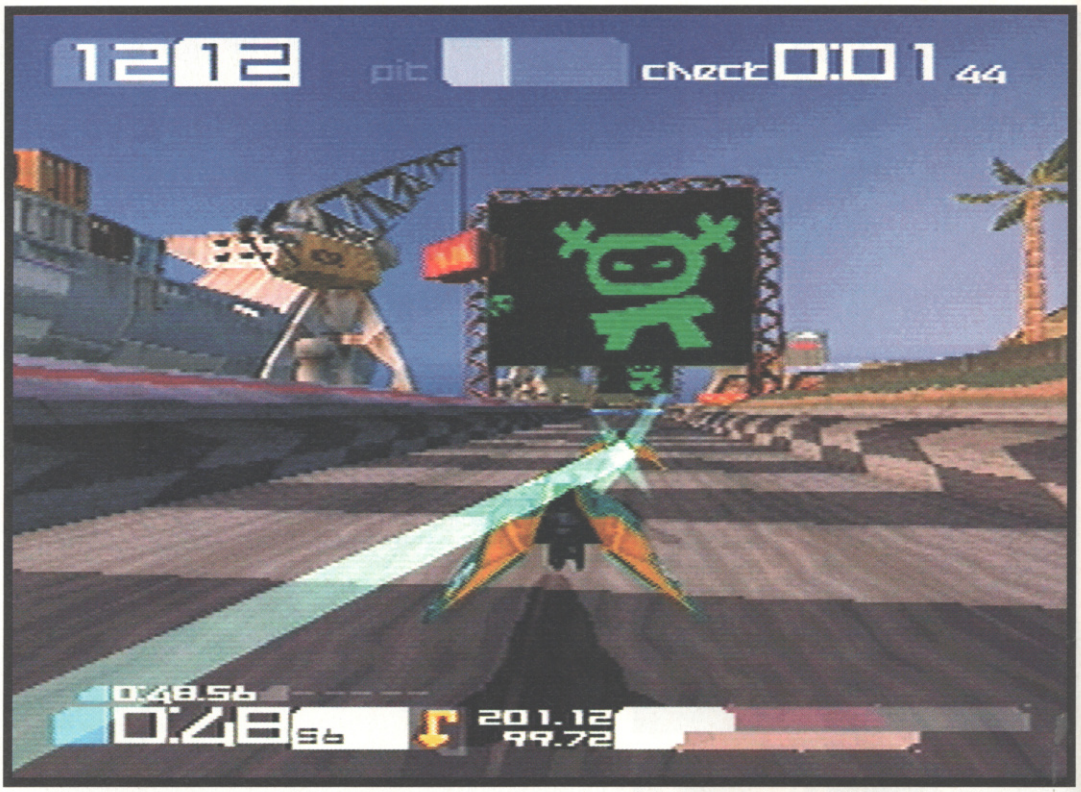
NEXT MONTH! Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April

PlayStation

COST: **£19.99**

OUT: **NOW**

MULTIPLAYER: **1-4**



Ease off the brakes there spanky, or a whole load more of these speedsters will come caning past. I bet that box on the crane is full of food pills and silver jumpsuits

WIP3OUT SPECIAL EDITION

The noisiest, coolest future racer appears as a 'greatest hits' package

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW

The original *Wipeout* rocked the PlayStation with it's flashy club visuals and a booming dance soundtrack. The follow-up was even better, but by the third game people had stopped buying it. Which was a shame, since its hi-res graphics were the best of the series, and tunes from the likes of Chemical Brothers and Orbital meant it rocked very hard indeed. This version incorporates eight tracks from the first two games, and it's yours for a score.

BEST LOOKER ON PS

Visually it's about as good as you'll get on PlayStation. Not only are the graphics sharp and fast moving, they have a distinct futuristic style. The new tracks are rendered up in hi-res, and look better than ever. The action is as compelling as always, as you thrash a fragile ship through the technicolour tunnels picking off foes with weapons. The best of which is Quake, which rips shockwaves through the track, looking cool as hell in the process.

The PS2 version of *Wipeout* is going to have to go some to be as visually engaging as this. It makes your eyes happy

MIND-MELTINGLY RAPID

The craft hover above the track, and handle spot on. The Vector class is ideal for beginners – but it still feels quick – while the later classes are unsettlingly rapid. Two-player battles are intense, and you can now link up two machines for a four-player game. The computer racers never have the kind of race-losing mental lapses that plague us humans, so don't get arsey if they beat you.

WORTH PLAYING?

It's being pitched at people who own the previous games as 'a collectors item'. Don't be fooled. It's *Wip3out* with a few knobs on, which only makes it a spectacular title for those not overly familiar with the

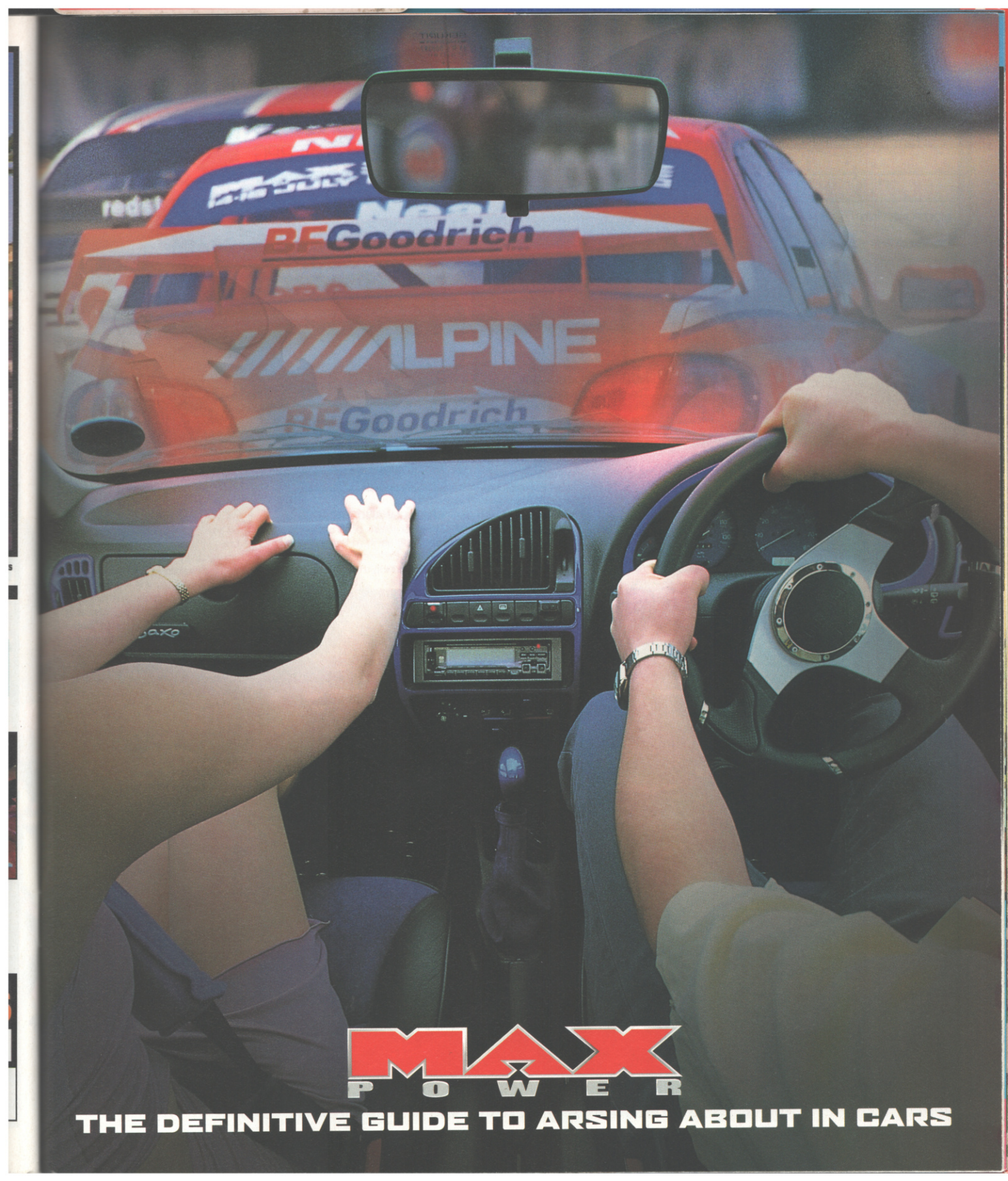
games. Veterans don't get a lot more for their twenty sheets, but the rest of the PlayStation community certainly will. Nice one Sony: now do *Tekken*.

computer and video GAMES

★★★★★

IF YOU LIKE THIS TRY THESE...

Rollcage Stage 2 (PS), *N-Gen Racing* (PS), *F Zero X* (N64)



EXT MONTH!

Remember that guide to AT200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of top game reviews. D...

Dreamcast.

COST: **£39.99**

OUT: **JUNE**

MULTIPLAYER: **NO**

SILVER

Rescue the chicks in DC's second-ever RPG

WORDS: DEAN SCOTT **SCREENSHOTS:** INFOGRAMS

WHAT YOU NEED TO KNOW

All the ladies in the land of Jarrah have been kidnapped by the evil wizard, Silver. Kitchen sinks are full with dishes and the nightclubs are packed with men standing around looking confused. Enter David – our now wifeless hero – who reasons he'll be safer trying to rescue her than attempting to cook his own lasagne.

NOW IN WIDESCREEN

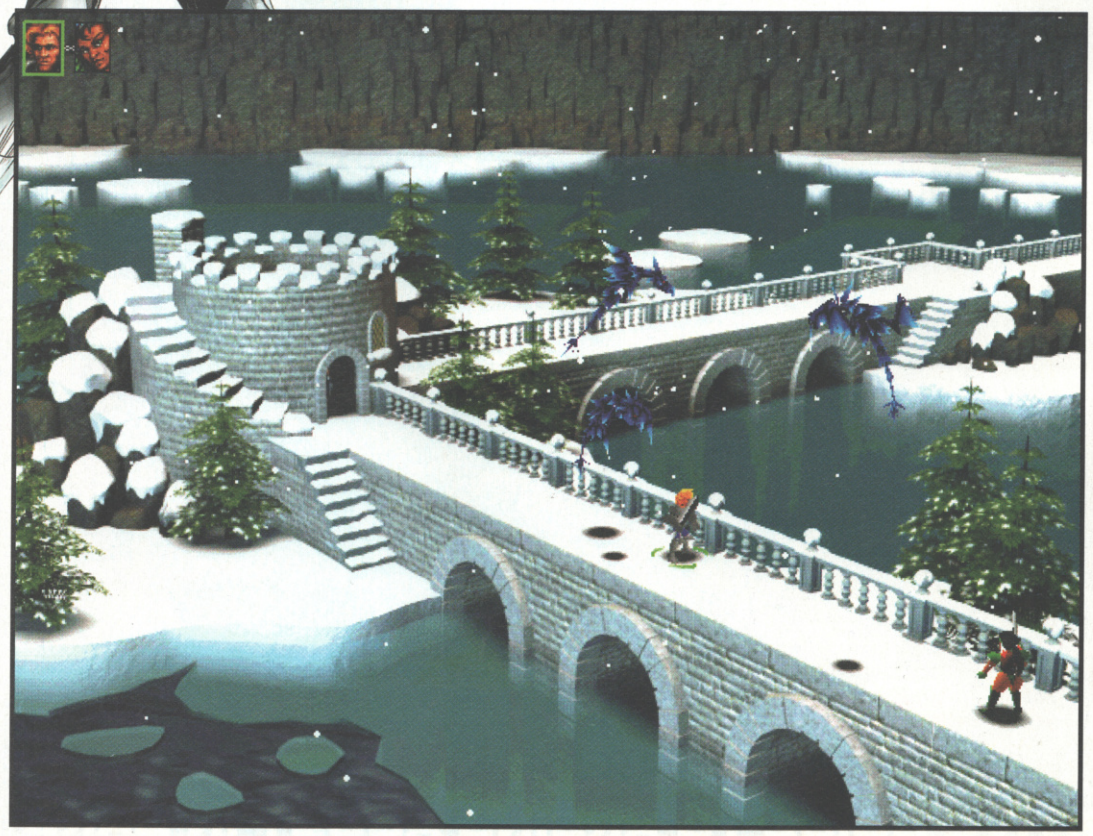
The characters play as 3D models dropped onto flat 2D landscapes. The game favours the cinematic widescreen shot, so if you run David to the back of the screen he appears eye-squintingly small. The interface is called up with a tap of B, and is otherwise invisible. The dialogue is surprisingly hammy (*Silver* was developed in the UK) and cries of 'amaze me with your swordsmanship' and 'look at my goods' wouldn't be out of place in more, er, 'adult' scenarios.

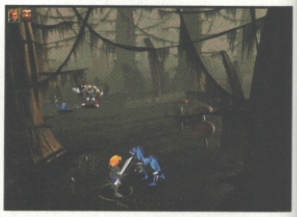
SHALLOW AND ARCADEY

The characters don't really develop as deeply as you'd like and the plot is linear. Experience points are not earned during the extremely arcadey combat; you advance levels by beating bosses and doing key tasks. The plot kicks off pretty interestingly, but soon descends into a predictable 'get the eight magic orbs before the wizard does' pattern. Less predictable is that your companion on the quest is your yellow-panted Grandad, and he's a bit tasty with a broadsword.

WORTH PLAYING?

A few niggly flaws and a general lack of genius means DC RPG nuts have to wait a while longer for a classic quest. The wide shots are very irritating, and while the arcade nature of the combat will amuse some, you soon yearn for more moves than four slashes and a lunge. It's reasonable fun in the short-term, but next to Square's recent efforts it doesn't cut it.



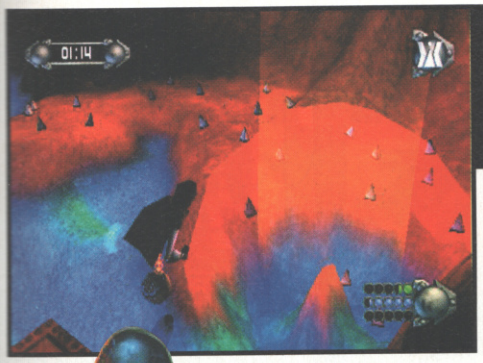


computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...

Vagrant Story (PS), *Final Fantasy VIII* (PS)



Get those spikes on your ball and you'll have more than a high voice to worry about

Just like Gladiators – get the balls on the post while the robots try and stop you

PlayStation

COST: **£29.99**

OUT: **JULY**

MULTIPLAYER: **1-2**

MOHO

The only physics test that's great fun

WORDS AND SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW

In the future, we'll have robots that whizz about on a ball. We won't like them much though, and we'll bang them up in prisons where they'll compete in special robot Olympics. Events range from a Robot Wars-style 'last man standing' affair, through races and collecting objects within a time limit. There's lots of other bots out there who want to mash you up, and your own character handles with proper inertia physics and stuff.

LIKE MARBLE MADNESS?

The graphics are cracking: each hilly level is sprayed up in fabulous technicolour, and explosions ripple the landscape like it was made of water. The handling takes some getting used to, but fans of 8-bit classics like *Spindizzy* and *Marble Madness* will feel right at home.

DISAPPOINTING VERSUS MODE

Usually not concentrating on one specific game type is a flaw, but it is the saviour of *MoHo*. The racing elements are far too basic to stand up as a game in their own right, but they're just one event of many. Each level opens up new events, and surviving or winning lets you progress. The two-player mode is slightly disappointing, as the view is zoomed in quite close.

WORTH PLAYING?

It's a tough game, and incredibly frustrating at times, but originality is rare on PlayStation. The 'run the gauntlet' levels in particular are cracking fun, as you struggle to keep your bot out of the flames and spikes. There's a load of sub-games to unlock as well, including a cool golf game – so you get a lot of gameplay for your money. Many players may struggle getting the bots around and give up, but they'll be missing out.

Whatever you do, don't take a leak on the fence or you'll get a shock

computer and video GAMES

★★★★

IF YOU LIKE THIS TRY THESE...

Rocket (N64), *Wild Metal Country* (PC), *Marble Madness* (PC)

Dreamcast.

COST: £39.99
OUT: SEPT
MULTIPLAYER: NO

Pure genius with crazy aliens in head-swinging dance-fest

SPACE CHANNEL 5

WORDS & SCREENSHOTS:
PAT GARRATT

WHAT YOU NEED TO KNOW
Space Channel 5 is the funkiest game ever created. You play Ulala, a leggy, mini-skirted wonder-reporter for an interstellar TV station – a pink-haired Goddess who must save Earth from aliens.

OUT-STYLES *PARAPPA*
Play takes a similar form to PlayStation smash *Parappa the Rapper*, but with quadruple the style. Ulala dances as you match the instructions of aliens with button presses and moves on the D-pad. Sounds dull? Think again.

CHEESE PLEASE
Constantly changing tracks are the cheesiest 60s-style house you've ever heard. Ulala's hip-swinging is so damn groovy you'll want to jump out of your seat and scream, Michael Jackson puts in an appearance (and even speaks!), the bosses and aliens look like the result of a jelly fight in an asylum and technicolour back-drops stir up the madness to unheard of extremes.

THERE'S A PLOT?
It's all about rescuing the hapless inhabitants of Earth. Enslaved by the aliens, they rock along with the multi-coloured extra terrestrials until you out-dance the little buggers. Free them and they join your ever-expanding dance troop.

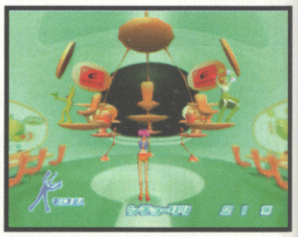
DO THE ULULA HULA
Once Ulala's called down to Earth after the brainwashing aliens take over the planet, the game is pure disco lunacy. Bosses slap their own heads in anger to Ulala's pure funk, wild trips are taken through the centre of psychedelic comets, an evil Ulala turns up with her own band of foot-stompers and, if you're good enough, Ulala gets so hot she glows. Double fantastic.

WORTH PLAYING?
It makes you laugh your head off, growl with frustration when you can't match the beat, burns your retinas with searing technicolour and shows off the most brilliant dancing ever created in a videogame. It may not be to everyone's taste, but that's not the point. It's completely original. An absolute must for every DC owner.

computer and video GAMES

★★★★★

IF YOU LIKE THIS TRY THESE...
Parappa the Rapper (PS),
Unjammer Lammy (PS)



ICEWIND DALE

Dust off your pointy hat and sweaty old codpiece

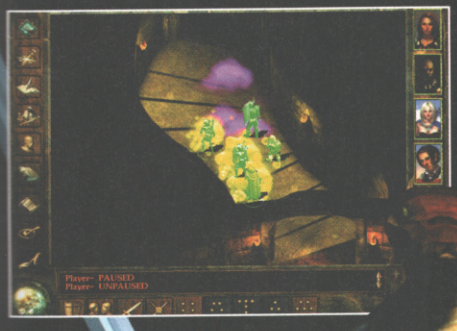
WORDS: MR P. **SCREENSHOTS:** BLACK ISLE

PC CD ROM

COST: £39.99

OUT: JULY

MULTIPLAYER: 1-6



WHAT YOU NEED TO KNOW

Don't say: "Is this about wearing kilts in the freezer section of Supermarket Sweep?" Do say: "It's a cool Advanced Dungeons & Dragons-based RPG using *Baldur's Gate*'s Infinity engine with extra emphasis on dungeon crawling."

NOT THE SAME AS *BG*

Definitely not. No wandering for days scrapping with puny beasties and trying to level up and find some hardnut NPCs to form a party so you can kick serious monster butt on your way to unravelling a complex plot. You form a party of up to six from the outset, tool 'em up and wade in the minute you leave the safety of Easthaven.

FIGHTS, HAMMERS, ACTION!

It's more action-oriented but there's still enough of a plot (of the usual evil-vanquishing flavour) and sub-quests picked up off NPCs to give you reason to go on scrapping your way through the beautifully detailed desolate landscapes, caverns and dungeons of The Spine of The World Mountains. Combat itself still requires regular pausing, and as your party gains cooler weapons and spells, you can afford to be more tactical, making fights more satisfying but drawn-out.

THE DEPTHS

The Infinity engine ensures the action stays accurate to *AD&D* rules. You'll have to handle much the same stat screens as *BG*, which still means memorising new spells, comparing weapon efficiency, deciding which weapon proficiencies to enhance when you level up etc... And then there's all the extra skills like pick-pocketing, trap-finding and lock-picking that keep it interesting when you're not scrapping.

WORTH PLAYING?

Yes – it's hardly original and becomes a tad samey but it's modestly engrossing. If you found *Baldur's Gate* too slow, *Icewind* offers a faster, more immediately gratifying game. Fit a team of six with ranged weapons and you'll cruise the first few hours of the game till you hit evil magic-users and rethink tactics. By which time you should be hooked. If you want to try an RPG that has action but plenty of time for thought during fights, *Icewind*'s worth a look.

computer and video GAMES

★★★★

IF YOU LIKE THIS TRY THESE...

Baldur's Gate (PC), *Vagrant Story* (PS), Any *Final Fantasy* (PS, PC)

COMPETITION

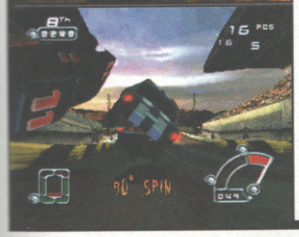
We've five copies up for grabs. Answers to our usual address, marked, 'Icy wind up my kilt, Dale'.

What's the name of the engine *Icewind Dale* uses?

A: Zero
B: Infinity
C: Umm, I'm crap at Maths

DESTRUCTION DERBY RAW

The Mr Bean Driving School is in session



FORMAT: PLAYSTATION
PRICE: £29.99
OUT: NOW
MULTIPLAYER: 1-4

WHAT YOU NEED TO KNOW

For those who can't quite master the driving skills needed for *Gran Turismo*, Sony have come up with an alternative; a game where you are encouraged to crash and cause as much mayhem as possible.

THE DREADED THIRD IN THE SERIES

After two games, you'd have thought the developers would have run out of ways of getting you to smash up cars. The good news is there are new modes, making nine in total including battles on the tops of skyscrapers, vampire and armageddon challenges, assaults and battles. Oh, and don't forget the Smash 4$ mode where you upgrade your motor and buy new cars to take into a championship.

WORTH PLAYING?

If this was the second in the series it would have been worth shelling out for, but if you've played the first two games then you know exactly what to expect. The tweaks don't put this far enough ahead of the others and while it's fun, you'd have done it all before.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...

Destruction Derby 2 (PS), *Crazy Taxi* (DC), *Destruction Derby* (N64)

EXT MONTH!
Remember that guide to A1200 developments we promised you? Well, it's really going to be in the next issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*, *Flashback*,
ings
one o

PC CD ROM

COST: **£39.99**

OUT: **NOW**

MULTIPLAYER: **1-16**

VAMPIRE: THE MASQUERADE - REDEMPTION

This blood-sucking, neck-snapping vampire RPG thriller is guaranteed to take your breath away

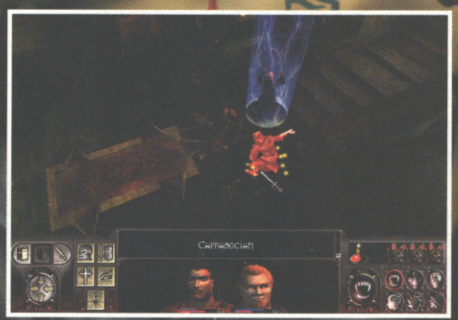
WORDS: MAURA SUTTON **SCREENSHOTS:** VARIOUS

From humble beginnings as a White Wolf pen and paper RPG, *VTMR* is now made fulsome flesh as a sumptuous 3D role-playing game that aims to set the genre on it's pointy head. It's a massive undertaking, covering 800 years of history following the adventures of a bold knight seeking to redeem his soul and find his lost love. Take a deep breath...

BLOODYGREAT

Many of Christof's tasks take him down into dungeons and crypts, seeking out all manner of strange creatures. If they don't give him what he wants, he turns 'em to dust.

The Nosferatu are the ugliest of the vampire clans, which is why they live underground. Trying to get through their lair is a nightmare



The Cappadocian vampires live in this torture chamber under a Monastery in Prague. They snack on the monks when peckish

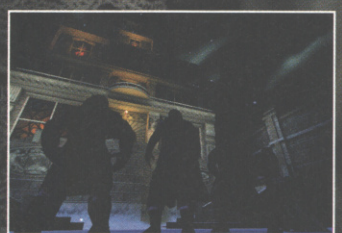
The Tremere mages are skilled users of magic. They hold the key to the disappearance of Christof's girlfriend

WONDROUSSTORY

The visuals may be gorgeous, but it's the compelling storyline that will suck you in and keep you playing long into the night. You really start to care about Christof and you can't wait to explore the next town.

Injured crusader Christof is recovering in a convent. But he falls in love and is cast out by the Church

He embarks on a series of adventures in an effort to regain his soul and his lost love



The 3D locations are stunning. Walking around Vienna in the fresh, crisp snow is unforgettable

To save his ladylove, Christof has to obey the evil Count Orsi, who likes his human blood on tap

TRADITIONAL VALUES

RPG games and vampires have a lot in common. Both have traditions that must be honoured or everyone gets very annoyed. They seem to go on forever and yet are strangely compelling. Despite giving the humble RPG a massive kick in the pants, *VTMR* still gives a nod to the good old days.

When you complete tasks you can build up each character's Attributes and Disciplines

VTMR is a huge game and will take you many, many hours to even get to the modern settings

Each character that joins your party gets to store all sorts of weird and wonderful equipment

Just 'cos he's a skeleton, that don't mean he's dead. Blast him to make sure

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***System Shock 2* (PC), *Everquest* (PC)**

LOVE AT FIRST BITE

It takes about an hour's worth of gameplay to realise you're totally hooked on *VTMR*. The streets of ancient Prague will take your breath away, and you'll be enthralled by the characters you meet and the moral dilemma that haunts your hero.

TASTE THE PAIN

Gaming's not all about the big pretty -pretty, of course. When you're playing a game about vampires you want blood. Lots of it. *VMTR* delivers stabbing, staking and spearing. And you can also drink blood for sustenance. It's frightening how much you'll enjoy blood-sucking.

TASTE THE PAIN

VTMR may look and feel great, but there are still some glitches. In the version we played, Save Game was a little erratic to say the least. The good news is that the developers are working on a patch to solve this frustrating problem.

WORTH PLAYING?

VTMR is one of the most lavish RPG's ever. It's a massive game that will take months to complete, with further potential for an intense online gaming experience. It can be unforgiving, and the controls take some practice, but stick with it because it gets better and better.

computer and video GAMES ★★★★

COMPETITION

We've got five copies of the game to give away - two of which are supercool special collector's editions, which include copies of the original pen and paper game and a pendant. Answers to our usual address, marked, 'Gimme Blood Compo'.

Which vampire clan holds the secret of Cristof's girlfriend?

1/Nosferatu
2/Tremere
3/Gangrel

WHEEL OF DEATH

Will Judge CVG spill the Dragon's blood?

THE ACCUSED

Dragon's Blood – DC

THE CRIME

You are accused of the kind of boring gameplay that should have become a thing of the past, not to mention iffy character controls.

CASE FOR THE DEFENCE

It's the first DC game for these developers so perhaps they haven't got to grips with the power of the machine yet. The good intentions were there and it's not all dire.

CASE FOR THE PROSECUTION

Mindless button-bashing combat and poor camera work. New hardware should mean better gaming, but this just doesn't deliver at all.

THE JUDGEMENT

Guilty.

THE SENTENCE

The Wheel of Death shall not be spun. I've heard enough Dreamcast bashing over the last few months, and only one sentence is fitting – an absolute discharge. It's a first offence for these boys and, as strong as the case for the prosecution is, there are mitigating circumstances. *Dragon's Blood* may go free.

GET HOT!

NICKELODEON

RED HOT LOBSTER TOUR

©2000 Viacom International Inc. All Rights Reserved.

Nickelodeon TV's summer tour is hurtling to a town near you bringing NEW bands, GREAT PRIZES and the MESSIEST, NOISIEST, GAKKIEST kid gameshow around!

Mike McClean and Laura Desmond are your gameshow hosts and will be getting YOU up on stage to be the STARS of the shows. Check out the venues below!

TOUR DATES

SEE YOU THERE!

JULY

Sat 1 & Sun 2
Balloon & Flower Festival, Southampton (Free)
Saturday 8
Lincoln Water Carnival (Free)
Monday 10
Free 2000, Aberdeen (Free)
Saturday 15
The adhoc Big Day Out, Cambridge (Free)
Thursday 20
Weymouth Millennium Celebrations (Free)
Sat 22 & Sun 23
Lambeth Country Show, London (Free)
Saturday 29
Ealing Summer Festival London (Kids £5)
Sunday 30
Seaham Summer Festival Co. Durham (Free)

AUGUST

Friday 4
Portsmouth & Southsea Show (Kids £3/Adults £5)
Sunday 6
The Millennium Carnival, Birmingham
Sat 12 & Sun 13
Ashfield Show 2000, Mansfield (Free)
Saturday 19
The Bolton Show (Free)
Sunday 20
Liscard Alive 2000, The Wirral (Free)
Mon 21 & Tues 22
The Rose of Tralee, Eire (Free)
Sunday 27
The Sheffield Show (Kids £2/Adults £3)
Tuesday 29
Ould Lammas Fair, Northern Ireland (Free)

SEPTEMBER

Sat 2 & Sun 3
Bristol International Kite Festival (Free)
Saturday 9
The Hull Show (Free)

For more info see NickText Page 230 or www.redhotlobster.co.uk

STAY COOL!

Your Host for the Summer!

Every Weekday afternoon from 1-4pm only on Nickelodeon!

SpongeBob Squarepants and his friends are hosting back-to-back episodes of Rugrats, Rocket Power, The Wild Thornberrys, Hey Arnold! and Rocko's Modern Life.

Ren & Stimpy are back for the summer holidays too!

Tune in every weekday morning from 8-9am.

©2000 Viacom International Inc. All Rights Reserved.

Check out www.nicktv.co.uk or NickText p210

NEXT MONTH! Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of top game reviews. Don't miss it!

GAME BOY COLOR

COST: **£19.99**
OUT: **AUG**
MULTIPLAYER: **NO**

INTERNATIONAL KARATE

WHAT YOU NEED TO KNOW
Revisit one of the titles of videogames legend, courtesy of Studio 3. *IK* features proper martial arts fighting against beautifully drawn backdrops. Fight your way through the Dans in your quest to achieve black belt status.

HI-KARATE
In addition to the standard energy bar, *IK* gives you a point-scoring system. Points are awarded for your skill in each bout, and the first fighter to get three whole points wins that round. Practice makes perfect in *IK*, as does some brain power. Learning how best to counter and anticipate opponents' moves is key.

WORTH PLAYING?
If you're a, ahem, mature gamer and remember the original with fondness, you'll love this revamp. Fighting fans should check it out too as it offers much more of a mental challenge than other handheld fighters.

computer and video GAMES ★★★★

GAME BOY COLOR

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

LE MANS 24 HRS

WHAT YOU NEED TO KNOW
A whole day and night of racing at speeds of over 200 kph? Yes please – but only if we're sitting in our very own private bleachers being brought Spicy Nik Naks by French waitresses, watching the action from a safe distance. If you're crazy enough to actually want to take part in the most gruelling of sports events, then at least practise first on GBC.

MARATHON MAN
There's the usual stack of racing modes in *Le Mans* and they all play differently. In Arcade mode you can burn over bonus items for speed boosts or extra grip, while in *Le Mans* mode you can go all-out for a marathon session. The graphics are striking and there's a built-in rumble feature to boot.

WORTH PLAYING?
Le Mans 24 Hours is a cracking racer that's hugely playable and chock full of options and neat touches. The cars handle superbly and the game will last for ages.

computer and video GAMES ★★★★

BIG KICKS ON T

WORDS&GRABS: LEE SKITTRELL

Put yer dukes up for this month's handheld pixel perfection

GAME BOY COLOR

COST: £24.99
OUT: NOW
MULTIPLAYER: NO

SPIROU: ROBOT INVASION

WHAT YOU NEED TO KNOW
Robots are running wild through the streets of Champignac and it's up to Spirou, a twenty-something Tin Tin wannabe, to save the day. Armed with a giant mallet and a plucky smile, Spirou must leap and bash his way around the levels, collecting items and solving puzzles.

FRENCH KISS
The formula harks back to the glory days of Mega Drive platformers. The story – and sometimes the action – will raise a smile and fighting the giant mechanical level guardians is a blast. The game's got a Parisian style all it's own too.

WORTH PLAYING?
The one real problem is that you're forced to restart the entire level when you lose a life, and while there are hidden passwords that let you start from that spot, they're a pain to find. Give *Spirou* a chance and you'll enjoy it, but this GBC treat will likely prove to be an acquired taste. Just like frogs' legs.

computer and video games

★★★

GAME BOY COLOR

COST: £24.99
OUT: NOW
MULTIPLAYER: NO

WACKY RACES

WHAT YOU NEED TO KNOW
The Wacky Races revival continues at full pelt with this wicked cartoon racer. It's everything you could hope for from a Wacky Races licence – fast, frantic, fun and supremely vicious.

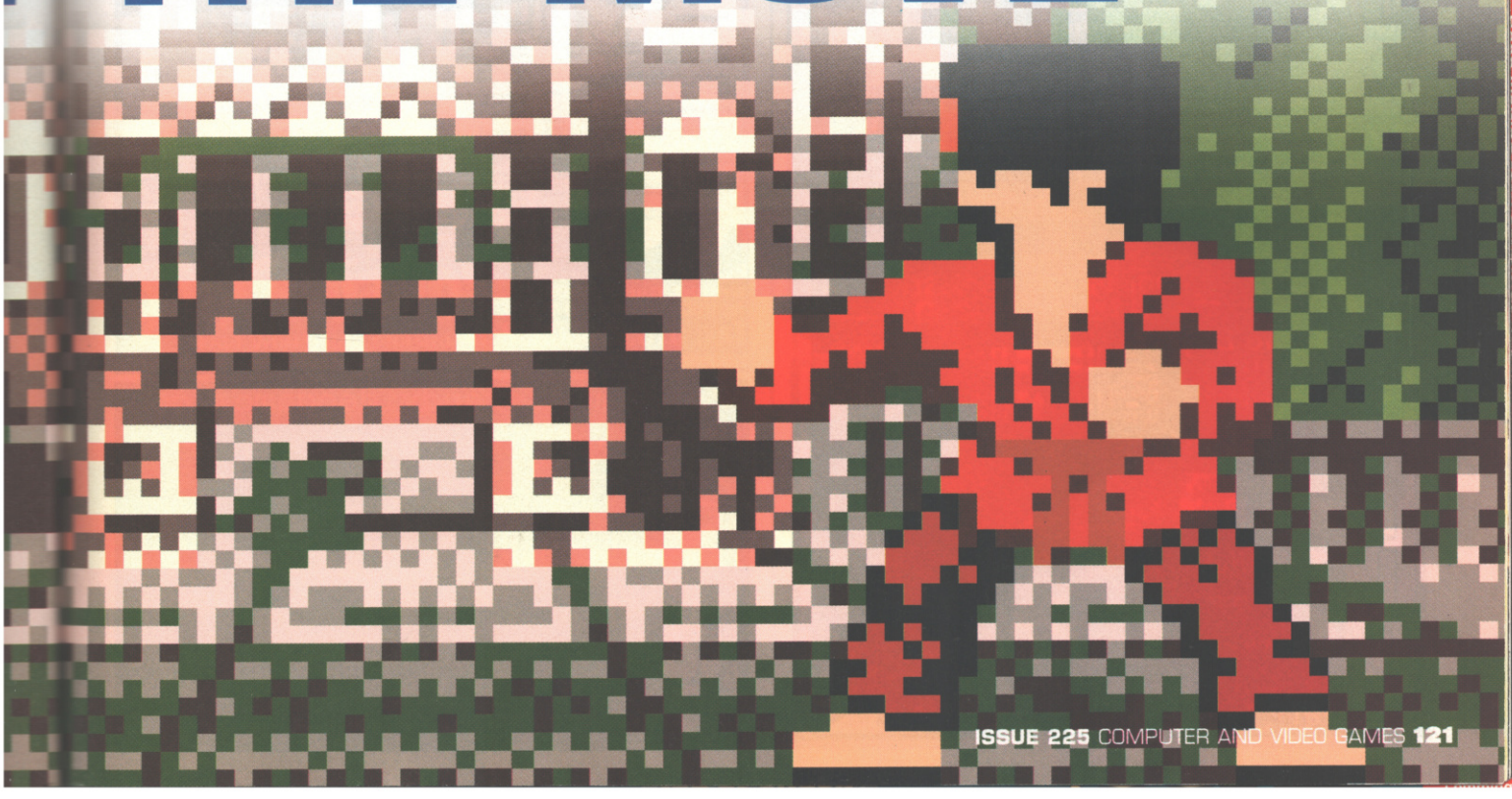
WICKED RACES
Everything about *Wacky Races* just oozes quality, from the presentation screens, music and sublime in-game visuals, to the incredibly addictive racing action. The weapons and power-ups bring out the demon in you and the tracks are inspired, with water jumps and lava pits to challenge your *Wacky* skills.

WORTH PLAYING?
With unlockable racers and secret characters, there's enough to keep you playing for ages. Throw in the different modes of play and three difficulty settings and you're set for a lasting experience. It may only be single player but *Wacky Races* is so good you'll forget your mates even exist.

computer and video games

★★★★★

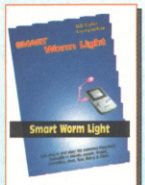
THE MOVE



NEXT MONTH Remember that guide to A120U developments we promised you? Well, it's really going to be in the April issue along with a whole pile of top game reviews. Page writing for you lot.

EURO ASIA TECHNOLOGIES LTD

Tel: 0208 890 3900 Fax: 0208 893 2942
24hr orderline - 01703 633 996
UNIT 3, FELTHAM BROOK INDUSTRIAL ESTATE, FELTHAM, MIDDLESEX, TW13 7DU
e-mail: smart@smartproducts.co.uk



Playstation Accessories

Product	Price
• Smart Cartridge	£6.99
• Smart 3 NTSC to PAL with RF.	£9.99
• RGB Scart Cable with Gun-Con.	£2.49
• 1M Memory Card.	£1.99
• Smart PPK Panther Gun.	£7.99
• R Type Racing Pad.	£12.99
• Power Supply for PSX.	£12.49
• Smart Infra Red Pack.	£14.99
• Smart DVD MP3000 DVD Player..	£299.99
• Smart Shock Pad.	£6.99

Playstation 2
PACKAGE INCLUDES RIDGE RACER 5, STEPDOWN, RGB SCART CABLE AND DELIVERY -
(CALL FOR MORE INFO...)

Gameboy Accessories

Product	Price
• Smart Sound 'n' Shake - Rumble pack for gameboy.	£19.99
• Smart System Link - Link 2 gameboys together (Pokemon)	£7.99
• Smart Survival Kit - Rechargable battery and light magnifier +more.	£14.99
• Smart Worm light - Flexible light to play in the dark	£9.99

All prices exclude postage + packing

LOTS OF OTHER PRODUCTS
AVAILABLE - PLEASE CALL. TRADE DISCOUNTS AVAILABLE
we can under cut anyone on prices including PlayStation 2, so if you get a cheaper price from any other advertiser we will beat it that's guaranteed!
PRICES CORRECT AT POINT OF PRESS
All sales are subject to: EURO-ASIA TECHNOLOGIES LTD. standard terms and conditions
E&OE - CALL BEFORE ORDERING
European Enquiries Welcome
MAJOR CREDIT CARDS ACCEPTED

Interesting Devices Ltd

Free Gift with orders over £50. Choice of Playstation Memory card or Flashing Keyring. Just quote CVGFREE

CopyaALL 4.0 - SCSI Interface allows you to control your SCSI drives without the need for a PC. 4 operation modes: "Copy", "Test", "Safe- Copy" & "Scan". only £175

PSXAMP MP3 Adapter

Now you can have the ability to play MP3 compressed audio CDs on your Playstation. No need for a fancy multimedia PC. Edit and save your own playlists to standard memory cards. With MP3 you can have up to 12 full CDs on one giving you over 12 hours of continuous music

£55

CD Recorders

No PC required. 4x Write speed. 8 speed version also available for additional cost. All quality brand CD Recorders and CD Readers including Sony, Plextor, Yamaha etc. Can also be connected to your PC if you need to compile your own data. Supplied with CD Recording software for the PC.

£499

Smart Cartridge Game Enhancer

The Smart Cart allows you to play your import games without the eed for a MOD chip. Simply plugs into the back of the Playstation. With cheat code Functions.

1 - 4	£9.99
5 - 9	£8.49
10 - 19	£6.99
20 - 99	£5.99
100 +	£4.99

Password Card

Similar device to the Smart Cartridge but can not be updated using smart link?

£4.99

Smart Link

The Smart Link allows you to connect your Smart Cart to your PC for cheat searching, game saving and much more.

1 - 9	£14.99
10 - 19	£12.99
20 - 99	£10.99

Playstation

PSXAMP MP3 Adapter	£55.00
Coloured Replacement Case	£12.99
Vibrating Vest	£24.99
Programmed 12C508 Kit	£1.99
Programmed 12C508 100+	£0.99
Blank 12C508 1-19	£0.99
Blank 12C508 20 - 99	£0.89
Blank 12C508 100 - 499	£0.79
PIC2PIC 12C508 Copier	£59.99
Action Replay Pro V3 (Datel)	£34.99
RGB G-con Scart Leads	£3.99
NTSC-PAL Colour Converter	£9.99
VCD adapter (No MOD needed)	£29.99
VCD adapter with cheat function	£34.99
15 Slot Memory cards	£2.99
120 Slot Memory cards	£6.99
Laser Unit (NEW not recon)	£29.99
Range of Light Guns from	£16.99
Controler Xtender Cable	£4.99
Cybershock Control Pad	£16.99
Novelty Keyring dual shock	£2.99
Novelty Keyring PS console	£2.99

Postage and Packaging
£2 small items
£10 large items

Dreamcast (Jap) + Stepdown	£169.00
NTSC-PAL colour converter	£34.99
RGB Scart Cable	£14.99
Most Dreamcast Games	£45.00
VMS Memory Card	£19.99
Spare Control Pad	£19.99
Arcade Stick	£44.99
Stearing Wheel	£44.99

DVD Players

Sony M35 All Region	£369
Pioneer DV515 Auto Region	£349
Pioneer DV-K101 All Region	£299

Many more products on our Home Page. Some TO HOT to give details here. Check our Home Pages Listed below

Nintendo 64

Original Nintendo Controler	£19.99
Disk Drive	£234.00
Action Replay Pro (Datel)	£34.99
Memory Cards from	£6.99
Jolt Packs	£6.99
Jolt Pack Vibrating Memory	£9.99
Novelty Keyrings	£2.99
RF Unit	£9.99

Miscellaneous

Leather Phone Cases	£4.99
Flashing Keyring (flashes when mobile phone is about to ring)	£4.99
Flashing Ericson Antenna	£4.99
Ericson 5110 Fascier (with slide)	£19.99
Ericson Football Antenna	£4.99
Ericson Micro Antenna	£4.99
ZIP 100 Disks	£7.99
ZIP 100 Internal Drive	£59.99
Gameboy X-Changer Backup	£34.99

Interesting Devices
24 The Crescent
Keresley End
Coventry
CV7 8JT

Phone:01203 339805 Fax:01203 339804
Voice lines open 10am-4pm Mon-Fri
http://interesting-devices.com
http://dvd-world.co.uk
http://psxamp.co.uk
http://z64.co.uk

020 8767 1101

Call us on: 020 8767 1101
e-mail: sales@kingcat.co.uk
web: www.kingcat.co.uk
Mon/Sat 10am-8pm Sun 12pm-3pm
Please make cheques payable to: KING CAT
Send to: King Cat Entertainment, PO. Box 24363, London SW17 9FF

King Cat Entertainment

Buy online at our Secure web site...

PlayStation

Memory Cards
Action Replay
Movie Cards
Cables

N64

N64 Universal Games Adaptor v4

Game Boy

Dreamcast

Pokémon TRADING CARD GAME

Also Available:
Base Set 2
Jungle
Fossil

Base
Card Album
Card Binder
and other Pokemon Goodies...

Many more titles...

GAME BOY COLOR | DVD VIDEO | Dreamcast | VISA | DELTA

www.consoleking.com/sales@consoleking.com

Playstation

PLAYSTATION 2 EBEST PRICE
PLAYSTATION 2 HARDWARE ECALL
DUAL SHOCK 2, TEKKEN TAG CONROLLER STAND (VERTICAL), STAND (THE SIDE) RFU ADAPTOR KIT, MEMORY CARD COMPONENT VS CABLE
PLAYSTATION 2 GAMES ECALL
TEKKEN TAG, RIDGE RACER 2000, DRIVING EMOTION S (SQUARE), GOLF PARADISE, JIKKYOU SOCCER (KONAMI)..... ECALL

Playstation Hardware

POCKET STATION..... £39.99
UNIVERSAL PLAYSTATION..... £90.00
PS 900X ACTION REPLAY/PLAYSTATION GAME HUNTER LET YOU PLAY UK/US/JAP/CDR GAMES – £17.99 (50 PCS £4.00)
PLAYSTATION CHIP - LET SYOU PLAY UK/US/JAP/ CDR GAMES INCLUDING FULL INSTRUCTIONS..... £5.00

PLAYSTATION REPLACEMENT PARTS
PLAYSTATION LASER..... £34.99
PLAYSTATION CASES – BLUE, RED, CLEAR ETC..... £19.99
PLAYSTATION POWER BOARDS..... £19.99

PLAYSTATION CABLES
PLAYSTATION SCART LEAD..... £3.99
PLAYSTATION PAL BOOSTER (GAMES IN BLACK & WHITE? YOU NEED THIS!)..... £15.00

PLAYSTATION CONTROLLERS
DANCE DANCE MATS..... ECALL
PLAYSTATION GUITAR..... ECALL

PLAYSTATION GUNS
NAMCO GUN..... £25.99
ASSASIN..... £19.99

MEMORY CARDS
SONY COLOR 1M..... £4.99
COLOUR 8M MEMORY CARD..... £8.00

PLAYSTATION GAMES ECALL
RESIDENT EVIL GUN, SAGA FRONTIER 2, SYPHON FILTER 2
VIDEO CD'S (MPEG1)..... ECALL
PLAYSTATION VCD CARD..... £59.00

dreamcast

DREAMCAST CONVERTER - PLAYS ALL UK/US/JAP GAMES ON ANY SYSTEM E-WIRE VERSION..... ECALL
DREAMCAST - UNIVERSAL NTSC RUNS US/JAP..... £169

USA/JAP GAMES
CODE VERONICA, CRAZY TAXI, VIRTUAL STRIKER 2, SEGA GT..... EBEST
DREAMCAST MEMORY CARD 4M – PC COMPATIBLE FOR E-MAILING LEVELS ETC..... ECALL
DREAMCAST PAL BOOSTER –
IMPORT IN COLOUR ON ANY T.V..... £19.99

SVGA CABLE DC TO PC..... £25.00
ARCADE STICK, VIRTUAL MEMORY CARD, JOYPADS, SCART LEAD, S-VHS LEAD..... ECALL

nintendo 64

MARIO PARTY 2 USA, POKEMON STADIUM
NINTENDO 64 TO GAMEBOY ADAPTER..... ECALL
UNIVERSAL ADAPTER..... ECALL

gameboy

GAMEBOY EXCHANGER..... £25.00
16M BLANK GAMEBOY CARTRIDGE..... ECALL

pokemon

POKEMON YELLOW..... £29.99
POKEMON PINBALL..... £34.99
TRADING CARDS, FOSSIL, JUNGLE..... ECALL

pokemon, gameboy and much, much more!!

Credit Card Hotline:-
Tel: 01834 869268/0410 425019
Fax:-01834 860692

console king
on-line store now open!

www.computerandvideogames.com

computer and video GAMES

Fact!! The largest readership for a multi-format title in the U.K

Fact!! The world's original games magazine

To advertise call the advertising department on
020 7295 5351

THE LARGEST MULTIMEDIA ENTERTAINMENT CHAIN IN THE MIDLANDS

Another World

TEL: 01782 279294
MAIL ORDER TEL: 0498 897770
NEW HEAD OFFICE & STORE, 52 STAFFORD STREET,
ALL THE HOTTEST IMPORTS FIRST — HANLEY, STOKE ON TRENT, ST1 1JB

Dreamcast

US
- BESERKER SWORD
- DEAD OR ALIVE 2
- D2
- DARK ANGEL-VAMPIRE
- DRACONUS
- ECCO THE DOLPHIN
- EVOLUTION 2
- GAUNTLET LEGENDS
- HIDDEN & DANGEROUS
- METROPOLIS STREET RACER
- MDK 2
- MARVEL VS CAPCOM 2
- MARKEN X
- OMIKRON
- RAINBOW 6
- RESIDENT EVIL: CODE VERONICA
- SPACE CHANNEL 5
- STREETFIGHTER ALPHA 3
- SEAMAN
- SUPER MAGNETIC NEO
- TONY HAWKS PRO 2
- TIME STALKERS
- VIRTUA TENNIS
- VIRTUAL ON

JAPAN
- DANCE REVOLUTION CLUB MIX
- DEE DEE PLANET
- FERRARI 635
- GET COLONIES
- HELLO KITTY - Ltd ed. console
- JET SET RADIO
- KING OF FIGHTERS EVOLUTION
- LAKEMASTERS FISHING
- MARVEL VS CAPCOM 2
- POWERSTONE 2
- RENT A HERO NO.1
- RECORD OF LODOSS WAR
- SAMBA DE AMIGO
- SAMBA DE AMIGO CONTROLLER
- SAKURA TAISEN
- STREETFIGHTER 3 3RD STRIKE
- SHUTOKO HIGHWAY BATTLE 2
- SORCERIAN
- TWINKLE STAR SPRITES
- TYPING OF THE DEAD
- SUPER RUNABOUT
- VIRTUA ATHLETE 2K

PlayStation

US
- ALUNDRA 2
- COUNTDOWN VAMPIRE
- COVERT OPS: NUCLEAR DAWN
- DIGIMON WORLD
- FRONT MISSION 3
- THREADS OF FATE (DEW PRISON)
- KOUDELKA
- LEGEND OF DRAGOON
- LEGEND OF MANA
- LUNAR 2
- MR DRILLER
- RHAPSODY - RUNABOUT 2
- STRIDER NO.2
- VANGUARD BANDITS
- WILD ARMS 2

JAPAN
- ACON CAGUA
- BREATH OF FIRE 4
- CHASE THE EXPRESS
- DRAGON QUEST 7
- DANCE DANCE REVOLUTION 3RD MIX
- ELDERGATE
- FINAL FANTASY 9
- GUITAR FREAKS 2ND MIX
- JET DE GO!
- J LEAGUE WINNING 11 2000
- MACROSS PLUS - METAL SLUG X
- MR. DRILLER
- OPTION TUNING CAR SPARK R
- OPTION TUNING BATTLE SPARK R
- RALLY DE EUROPE
- RAY CRISIS
- SUMO WRESTLING SIM
- VAGRANT STORY

PlayStation 2
- ALL STAR PRO WRESTLING
- DEAD OR ALIVE 2
- DRIVING EMOTIONS
- EVERGRACE
- FIFA SOCCER W.C
- GT 2000
- GRADIUS III & IV
- HREFVELGR
- JIKKYOU WORLD SOCCER 2000
- ONIMUSHA
- ROCK & MEGA STAGE

NINTENDO64
- DOUBLE DISK DRIVE CONSOLE (IN STOCK NOW)

US
- BOMBERMAN 2
- EARTH BOUND 64
- FIGHTERS DESTINY 2
- MARIO ARTIST SERIES
- OGRE BATTLE 64
- PERFECT DARK
- POKEMON STADIUM
- STARCRAFT 64
- TUROK 3
- TAZ EXPRESS

JAPAN
- KIRBY 64
- F-ZERO EXPANSION DD
- MARIO ARTIST POLYGON STUDIO
- MARIO TENNIS
- VIRTUA PRO WRESTLING 2
- ZELDA: MASK OF MUJULIA

WonderSwan
- FINAL LAP
- FIRE PRO WRESTLING FOR WONDERSWAN

PLAYSTATION 2 CONSOLE (IN STOCK NOW)

Sega Saturn

JAPAN
- ELEVATOR ACTION RETURNS
- FINAL FIGHT REVENGE
- METAL SLUG
- RADIANT SILVERGUN
- SHINING FORCE PT 2 & 3

NEOGEO POCKET COLOR
- COTTON
- COOL BOARDER POCKET
- COOL COOL JAM
- EVOLUTION
- KOF - BATTLE DE PARADISE
- LAST BLADE
- OGRE BATTLE: LEGEND OF THE ZENOBIA PRINCE
- MAGICIAN LORD
- METAL SLUG 2ND MISSION

GAME BOY COLOR
- MARIOLAND 3
- METAL GEAR SOLID
- MONSTER RANCHER BATTLE CARDS
- POKEMON TRADING CARDS
- SPECIAL EDITION: GOLD/SILVER CONSOLE
- TOMB RAIDER
- WCW MAYHEM

Over 100 Game Music Soundtracks in stock.
JAPANESE MAGAZINES IN STOCK FOR DREAMCAST PLAYSTATION N64 ETC.
DEMO LAND S.A.E. FOR DEMO DISC FULL IMPORT CATALOGUE

HOT NEW ITEMS FOR THE MILLENIUM INCLUDE:
SONIC HEDGEHOG, 3" 7" & 10" FIGURES, DAWN OF THE DEAD, FIGURES, MONSTER RANCHER FIGURES, DIGI MON FIGURES, POKEMON MINI SKATEBOARDS

B.D. GUNS • COMICS • DVD • FILMS & CULT T.V

WE HAVE THE MOST EXTENSIVE COLLECTION OF IMPORTS & U.K GAMES IN THE COUNTRY

ANOTHER WORLD, 52 STAFFORD STREET, HANLEY S-O-T	TEL: 01782 279294
ANOTHER WORLD, 23 VICTORIA STREET, WOLVERHAMPTON	TEL: 01902 717440
ANOTHER WORLD, 11 MARKET STREET, NOTTINGHAM	TEL: 01159 484122
ANOTHER WORLD, 42/43 CASTLEFIELDS, MAIN CENTRE DERBY	TEL: 01332 206606
ANOTHER WORLD, 23 SILVERSTREET, LEICESTER	TEL: 01162 515266

check us out @ www.anotherworld.co.uk
ACTION FIGURES • T-SHIRTS WARS COLLECTIONS • TRADING CARDS - TEAM ROCKET (USA)

gameland
visit our website: www.gameland.co.uk
mail order hotline: Tel: 01543 433379

Free game & delivery
£27.99 Diablo 2
£26.99 Vagrant Story
£26.99 Vampire Mascarade
• major cards accepted

- PLAYSTATION 2 & DREAMCAST IMPORTS AVAILABLE NOW!!!
- DREAMCAST GAMES from £23.99
- PLAYSTATION GAMES from £17.99

BUY ANY PC GAME OVER £24.99 AND RECEIVE A FREE MYSTERY GAME

POKEMON YELLOW £20.99 FREE DELIVERY

PRE-ORDERS NOW TAKEN FOR PLAYSTATION 2

www.gameland.co.uk

WANTED
CONSOLES
COMPUTERS
GAMES
RETRO & MODERN
BUY · SELL · TRADE
POSTAL SERVICE AVAILABLE

COMPUTER & GAMES EXCHANGE
65 Notting Hill Gate, London W11 3JS ☎ 020 7221 1123
Please bring official ID with address & signature when selling or exchanging
OPEN 7 DAYS LARGE SELECTION ON SALE

GADGETZONE
TEL: 01524 844411 FAX: 01524 381 333

MEMORY CARDS -	£3.99, £5.99, £9.99
PLAYSTATION LINK CABLE -	£2.99
PLAYSTATION SCARTS -	£2.99
SONY POCKETSTATION -	£34.99
NTSC - PAL -	£9.99
REPLACEMENT COLOURED CASES FOR PSX & DC -	£9.99
ADD REPLACEMENT COLOURED JOYPADS FOR DC	£9.99

LOTS MORE CONSOLE ACCESSORIES AVAILABLE
DVD PLAYERS * POKEMON ACCESSORIES
MANY LASER POINTERS IN STOCK
please make all cheques payable to gadgetzone'
MASSIVE STOCK CLEARANCE NOW ON!!
☎PHONE FOR DETAILS
Send payments to:
Cameron House, White Cross,
Lancaster, LA1 4XQ.

"WE WILL BEAT ANY COMPETITORS PRICE IN THIS MAGAZINE FOR THE SAME DEAL"
ALL OUR ORDERS INCLUDE VAT AND DELIVERY GADGETZONE

CEX RETRO
WE BUY, SELL AND PART EXCHANGE ALL RETRO FORMATS '72-'92!

COME TO THE SHOP 7 DAYS A WEEK: 10AM UNTIL 7PM OR USE MAIL ORDER.
Computer Exchange
32 RATHBONE PLACE, LONDON W1P 9AD
020 7 692 1213
www.cex.co.uk

CYBER NET
Video Games Experts
SEGA PS one ROMS Dreamcast N64
The Best Mail Order Games on the Internet
Tel : 0208 789 7196 MAIL ORDER !
287 PUTNEY BRIDGE ROAD
LONDON SW15 2PT
Monday - Sunday opening hours 11am - 11pm
Visit our web site at : www.cybernet-filmstudio.com
Special Offer!
£5 off any game
Only one coupon per person, valid until end of August 2000. Not valid with any other offer. Coupon must be presented at purchase of game.

NEXT MONTH!

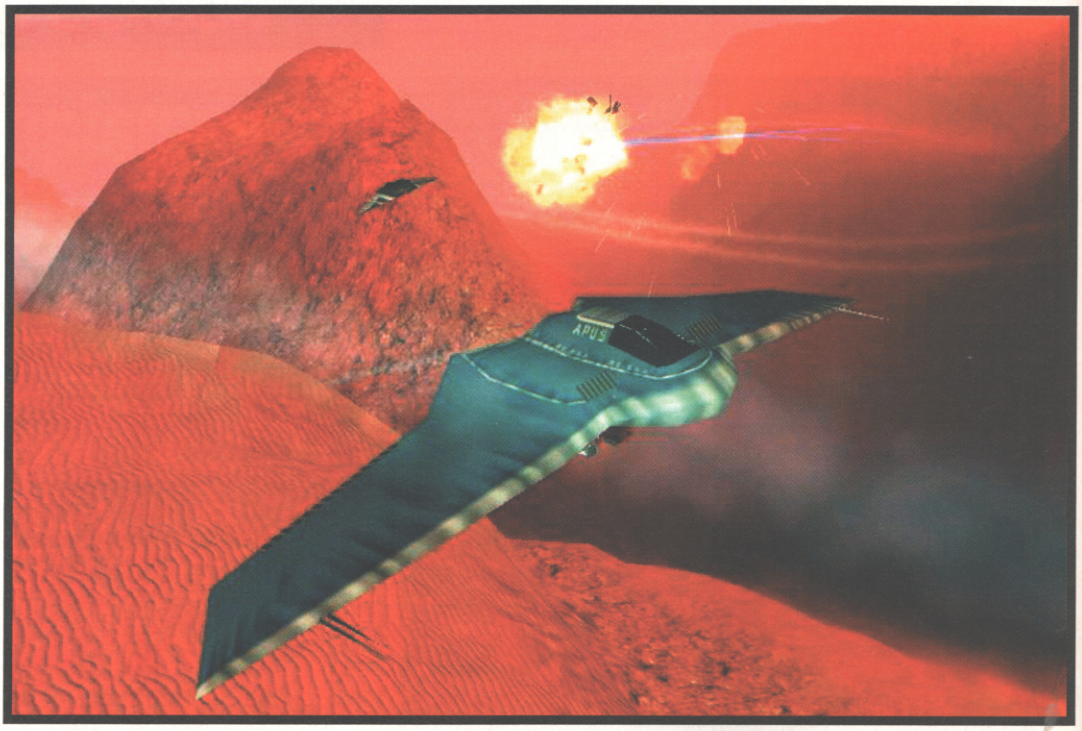
Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*, *Flashback*,

PC CD ROM

COST: **£29.99**

OUT: **NOW**

MULTIPLAYER: **1-8**



WHAT YOU NEED TO KNOW
If executing a perfect pincer manoeuvre gets you all wet, *Ground Control* wants to love you. It's a real-time strategy game that ditches resource management in favour of simple action. The game gives you some artillery, points you towards the bad guys and says, "Go kill".

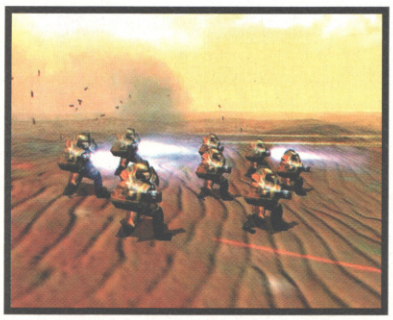
DEATH AND CINEMA
It's all in 3D, too, so you can zoom, spin and rotate the map as you see fit. The close-up camera views are good to look at, but impractical. Zooming out is the better option, but the more of the battlefield you want to see, the smaller and less manageable your troops become.

GROUND CONTROL

Cannon Fodder undergoes a humour bypass

WORDS & SCREENSHOTS: DEAN SCOTT

Sammy the Seagull was about to find out what a gross error he'd made opening his feathered arse over the military base. That heavily armoured tank's just been waxed



Enter a secret key combo, and the men start dancing in a line and singing show tunes

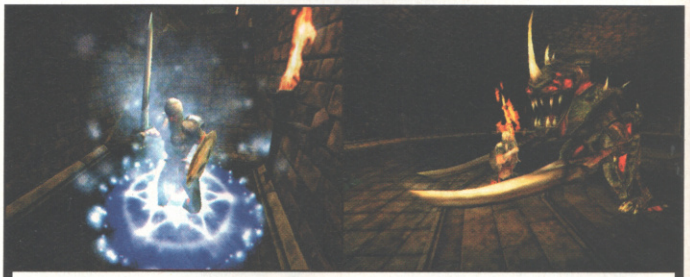
FODDER FOR THOUGHT
The key to success is planning your raids, rather than wading in. Don't think this is much new though: *Cannon Fodder* did pretty much the same thing a few years back, but made it appeal to action junkies by injecting humour and dumbing it down a bit. *Ground Control*, for all its pyrotechnics, is still going to appeal most to strategy heads.

WORTH PLAYING?
Fans of *Starcraft* and *C&C* will be furious that half of their game has been taken away to focus on 'action', while *Quake* players will feel too detached from the war. The controls are easy and the missions are nicely balanced, though. Having proper 3D terrain makes you think more about line-of-sight and using higher elevations wisely. But we reckon it falls uncomfortably between true RTS and action and just couldn't get too excited about it.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...
Warzone 2100 (PC), *Cannon Fodder* (coming soon on GBC)



DRAGON'S BLOOD

Tears of the dragon?

FORMAT: DREAMCAST
PRICE: £39.99
OUT: NOW
MULTIPLAYER: NO

WHAT YOU NEED TO KNOW
Imagine wondering 3D landscapes, frantically mashing your joypad to a pulp when you get in a bit of a ruck. You're swearing loudly at the screen cos of the irritating camera angle and the iffy character control.

THE DUET THAT BLEW IT
This one missed the developer meeting for cool DC games. *Half-Life*, *Quake 3*, *MSR – Dragon's Blood* just isn't in the same league. The two characters, one who prefers brute force and one who prefers the Paul Daniels magic approach, offer the chance to vary the gameplay slightly, but not enough to make you actually want to play through twice.

WORTH PLAYING?
Mindless button-bashing combat, a bit of exploration, a light touch of magic using plus the odd simple puzzle is just not enough to keep anyone entertained.

computer and video GAMES

★★

PULL-OUT POSTER

computer and video GAMES

HIDDEN & DANGEROUS: Bash the Bosh, hound the Hun, and generally Kick Nazi butt on DC

NEXT MONTH!

Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 3*, *The Tribes*, *Flashback*

WORDS & SCREENSHOTS: DEAN SCOTT

SAMBA DE AMIGO

It's fabulous. Now help us get it released in the UK

Dreamcast. NTSC ONLY

COST: £150

OUT: NOW

MULTIPLAYER: 1-2

It's not often that the CVG games room gets so full of people that you can't open the door from the outside. If the TV caught fire we'd all be dead, but we only take the risk on extremely special occasions. A grainy video of *Metal Gear 2* from E3 drew a big crowd, as did the unpacking of PS2. And then a long, wide box arrived from Japan and filled the games room with unbridled joy. That game was *Samba De Amigo* on Dreamcast, and even now the office is swinging to the sound of the Macarena with Steve Fulljames shaking his maracas.

WHAT'S GOINGON

Samba De Amigo is a rhythm-action game like no other. You can play it with a joypad, but that would be missing the point. The full package includes a special set of Maracas that you shake around in the air to the on-screen rhythm. You either shake high, middle or low with each hand, and a clever sensor on the floor picks it all up.

You may be standing in front of the TV, arms flailing wildly but you never feel self-conscious

Samba is loads more accessible than other rhythm-action games like *Dance Dance Revolution*

After just a few shakes of the funky red maracas you'll be sounding like a true Mariachi

You get graded as you shake away. You'll need to aim for an A to get to see the later stages

BEST VIDEOS EVER

The star of the game is a sombrero-wearing monkey called Amigo who plays the maracas. As you jam along with him, his friends jump and dance to create the most fabulous pop videos ever. One stage is set in a TV studio. Two stands full of audience sway side to side with the rhythm, speakers bop up and down, and the cameras spin in time to the music.

As you start each stage you're greeted by an eager entourage, willing to samba all night. The better you do, the harder they bop

Fat chefs and teddy bear Elvises groove along in the background. Pull off a tricky maraca combo and they'll cheer. Muck it up and they boo you off

The graphics are amazing and the game's as good to watch as it is to play, making it the stuff of dreams for your videogame parties

You won't notice the lush backdrops when playing but spectators lap it up, along with the sight of you jigging around like a loon

AMAZING TUNES

You'll have heard most of the 20-odd tunes in *Samba De Amigo* before. Soul Bossa Nova is famous as being the Austin Powers theme, there's Chumbawumba's Tubthumping, latino smash Samba De Janeiro, the classic La Bamba, and holiday favourite Macarena. There's even a rocky version of A-ha's Take On Me hidden away in there.

Sega of Japan are offering classic Sega game tracks to be downloaded and boogied to, including Magical Sound Shower from *Outrun* and Dreams Dreams from *NiGHTS*

A grades all the way! With a little practice you'll make Amigo the monkey all happy with your crazy skills. *A*'s are the key to unlocking new tunes and they'll make you feel like the King of Samba!

E grades are definitely not good. Start hitting bad notes and mis-timing shakes and your entourage deserts, while menacing skulls start flying about the background

"Quite simply, it's the finest rhythm action game ever and great fun to play"

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Space Channel 5 (DC) – see page 114

OUR VERDICT

Like most stuff from Sonic Team, *Samba De Amigo* rocks. The main action gives an instant hit of fun that few games come close to matching. Even when you master all the tunes on offer, there's a host of bonus games to keep you occupied, some where you repeat tunes like Simon, and even a 'bat the rat' type game. Anybody who wants a laugh can play it: from little sister right up to granny. Anything else you might have previously thought of as a 'party game' just doesn't compare.

WANNA SAMBA?

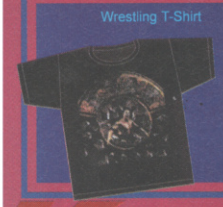
It'd be easy to write *Samba De Amigo* off as another quirky title from Japan, but at least three of the staff here have already phoned in £150 orders to the local games shop to get their copy. Quite simply, its the finest rhythm-action game ever and cracking fun to play. As we went to press, Sega Europe have no plans to release the game in the UK, but that would be a big mistake. *Samba De Amigo* is one of the most entertaining games ever, and gamers shouldn't have to buy an import DC and NTSC code to get a piece of the action. We reckon it'd sell loads if released at £70 over here, and we want your support to hassle Sega and make it happen. Go to www.computerandvideogames.com to vote 'yes' for *Samba De Amigo*, write to us at the usual address marked 'I wanna Samba', or email dean.scott@ecm.emap.com. We promise to send your views on to Sega. Let's make the whole of the UK Samba!

computer and video GAMES ★★★★★

NEXT MONTH! Remember that guide to AI200 developments we promised you? Well, it's really going to be in this issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*. *Flashback*.

GO FOR IT!

Wrestling T-Shirt



Two packs of Pokemon Trading Cards

We've got our hands on some crazy stuff, and all you have to do to win 'em is to call the number, pick your prize, crack the code and it's yours!

09069 181883 Instant Win!

Flash Camera with Motor Wind

Sports Watch

Electronic Databank

Win SEGA Dreamcast!

09069 102891
Instant Win!

Win PlayStation 2

with Ridge Racer 5, Streetfigher EX3 and Memory Card.

09069 102890

Win Nintendo 64

09069 181885
Instant Win!

Win £150 Games

09069 181882
Instant Win!

PRIZEBUSTER

THE HIGHER THE SCORE THE BIGGER THE PRIZE!

Score 30 points or more to start winning! Win Dreamcasts, Mini HiFis, Wrestling T Shirts, Nintendo Games, Databanks, Video Players, PlayStations, Nintendos, Colour TV's and a top prize of a Pentium III computer. **09061 405095** Instant Win!

Win a box of trading cards!

36 Packs = 396 Cards Wow!

09069 181881

Win Pokémon Yellow Game!

with Gameboy

09069 181887

Win Pokémon Stadium!

09069 102897

Win Pokémon Red & Blue!

with Gameboy

09069 181888

Win Pokémon Pinball!

09069 181884

Win Pokémon Goodies!

INCLUDES POSTERS, TOY MONSTERS, BOOKS, & LOADS MORE!

09069 181889

STRONG ROOM

Instant Win!

Instant Win!

ANSWER THE QUESTIONS THEN GET THROUGH ALL FOUR DOORS TO WIN INSTANTLY.

DVD PLayer!	Pentium III PC!	£150 Games!	Sega Dreamcast!	Nintendo 64!	Toshiba Laptop!
09061 405089	09061 405090	09061 405091	09061 405092	09061 405093	09061 405094

Win Wrestling Goodies!

Includes Videos, T Shirt, Toy Figures & more

09069 102898

Win Sony PlayStation!

09069 181886
Instant Win!

Win Toshiba Laptop!

09069 102892
Instant Win!

Win Pentium III PC!

09069 102895
Instant Win!

Cheats and Tips

Call 09063 608060 and pick the cheat you need.....

A Bugs Life	Earthworm Jim 3D	Jet Force Gemini	Ready 2 Rumble	The Sims	Virtua Striker 2
Banjo Kazooie	ECW: Hardcore	LMA Manager	Rayman 2	This is Football	WCW Mayhem
Championship Manager 00	Extreme G 2	Mario Kart	Resident Evil 1,2,3	Thrasher: Skate or Die	WCW Nitro
Crash Bandicoot 1,2,3	Final Fantasy 8	Medal of Honour	Rollcage	TOCA 2	Wipeout
Crash Team Racing	Get Bass	Metal Gear Solid	Shadowman	Tomb Raider 1,2,3,4	World League Soccer
Crazy Taxi	Gran Turismo 2	Parasite Eve	Sonic Adventure	Tomorrow Never Dies	WWF Attitude
Croc 2	Grand Theft Auto 2	Pokemon: Blue	Super Mario Land	Trickstyle	WWF Smackdown
Diddy Kong Racing	House of the Dead 2	Pokemon: Pinball	Syphon Filter	Turok: Rage Wars	WWF Warzone
Dino Crisis	Hydro Thunder	Pokemon: Red	Tekken 1,2,3	UEFA Striker	WWF Wrestlemania
Donkey Kong 64	ISS: Evolution	Pokemon: Stadium	Tenchu	Unreal Tournement	Zelda 64

..AND MANY MORE FOR PLAYSTATION, N64, DREAMCAST, GAMEBOY AND PC

Try our "Find-A-Pokemon" Service! 09063 646589

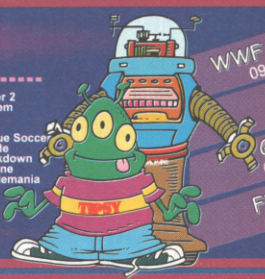
WWF Smackdown 09063 646581

Championship Manager 09063 646582

Pokemon Stadium 09063 646583

Zelda 64 09063 646584

^DIRECT LINES^



WWF Wrestlemania 09063 646585

Driver 09063 646586

Goldeneye 09063 646587

FIFA 2000 09063 646588

^DIRECT LINES^

Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st August 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to

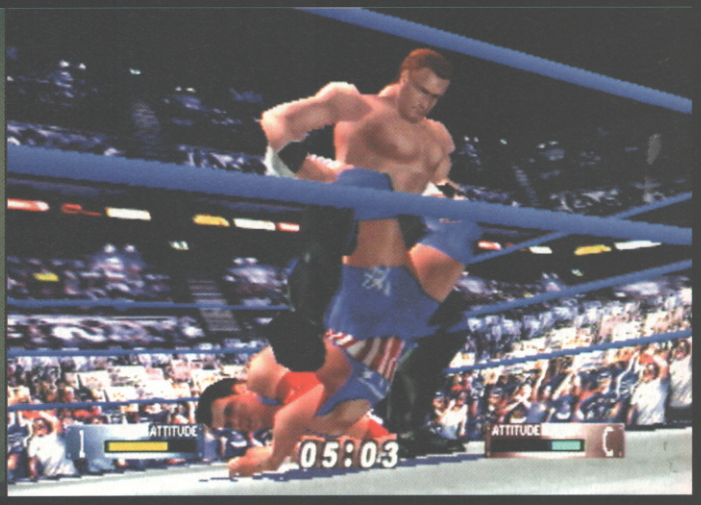
InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. HELPLINE: 01 604 624 634

For more News and Prizes see www.infomedia-services.co.uk

NEXT MONTH

IN computer and video GAMES ISSUE 226...

PARASITE EVE 2... CHASE THE EXPRESS... FINAL FANTASY IX



METAL GEAR SOLID 2... WWF NO MERCY

POKEMON YELLOW AND VAGRANT STORY MASTERCLASSES

Two guides to sort you out

BLEEM! FOR DREAMCAST

How to play PlayStation games on Dreamcast

BE A GAMES PROFESSIONAL

Our guide could change your life right now

PLUS, TURN OVER FOR ANOTHER computer and video GAMES SPECIAL...

NEXT MONTH!

Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*, *Flashback*,

NEXT MONTH

PS ONE

WE'VE GOT ONE. BUT IS IT ANY GOOD?
CVG READERS DECIDE.

ISSUE 226 ON SALE 16TH AUGUST

UK's BIGGEST & BEST VALUE SERVICE

CHEATMASTER & CHEATMISTRESS PRESENT

INTERACTIVE TELCOM

CHEATS & TIPS FOR OVER 3000 GAMES

CHEATS UNLIMITED

VIDEO GAMES CHEATS, TIPS & WALKTHROUGH GUIDES

A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

A
A Bug's Life
Abe's Exod. & Odd.
Aero Dancing
Aerowings
Age of Empires 1& 2
Air Force Delta
Alien Trilogy
Alien vs Predator
Alleyway
Alundra 1 & 2
Armada
Army Men Series

B
Baldur's Gate
B. Simpson's Esc. C. D.
Blue Stinger
Bomberman
Broken Sword 1 & 2
Buggy Heat
Burai Fighter

C
C&C Series
Caesar 3
Carmaggedon
Carrier
Casper
Champ. Man. Series
Chao Adventure
Chu-Chu Rocket
Climax Landers
Colin McRae Rally 1 & 2
Colony Wars: Red Sun
Commandos Series
Constructor
Cool Boarders Series
Crash Bandicoot 1-3
Crash Team Racing
Crazy Taxi

D
Daytona USA 2
Dead or Alive 2
Deadly Skies
Delta Force 2
Die Hard Trilogy 1 & 2
Dino Crisis
Discworld Noir
Donkey Kong
Donkey Kong Land 1-3
Dracula Resurrection
Dragon Warr. Monsts.
Driver
Duke Nukem Series
Dune
Dungeon Keeper
Dynamite Cop
Dynamite Deka

E
ECW Hardcore Rev.
Elemental Gimm. Gear
Episode One: Racer
Evolution 1 & 2
Expendable

F
F.A.Manager
FA PL F'tball Man. 2000
FA Prem. League Stars
Fear Effect
Felony 11-79
FIFA Series
Fighting Force 2
Final Fantasy VII
Final Fantasy VIII
Flag to Flag

G
Game Boy Camera
Generator
Get Bass
Gex Series
Giamt Gram Wrst. 1&2
Godzilla
Godzilla Generations
Gran Turismo 1 & 2
GTA 1, 2 & London

H
Half Life & Opp. Force
Hardcore Heat
Harvest Moon
Hidden and Dangerous
House of the Dead 2
Hydro Thunder

I
Incoming
I. Jones & Inf. Machine
ISS Pro Evolution

J
Jackie Chan
James Bond 007
Jimmy White 2 Cueball
Jojo's Bizarre Adv.
Jurassic Park:Lost World

K
Killer Instinct
King of the Fighters '99
Kingpin
Kirby's Pinball Land

L
LMA Manager
LoK - Soul Reaver
Longest Journey, The

M
Mario Golf
Marvel vs Capcom
MDK 2
Medal of Honour
MediEvil
MediEvil 2
Men In Black
Metal Gear Solid & SM
Metroid 2
Metropolitan H'way Bat
Mickey's Racing Adv.
Micro Maniacs
Midtown Madness
Millenium Soldier:Exp.
Mission Impossible
Monaco Grand Prix
Mortal Kombat Gold

N
NBA 2K
NBA Showtime
Need For Speed Series
NFL 2K
NFL Blitz 2000
NFL Qback Club 2000

O
Oddworld Adventures
Omikron: Nomad Soul

P
Pac In Time
Pac Man World
Parodius
Pen Pen Tri Icelon
Perfect Dark
Pharoah
Pitfall
Plasma Sword
Pocket Bomberman
Pocohontas
Pokemon
Pokemon Pinball
Pokemon Yellow
Pop n' Music
Power Modeller
Powerstone
Premier Manager 98
Premier Manager 99
Prince of Persia
Psychic Force 2012
Puyo Puyo

Q
Quake 2

R
Rs2: Mon. Grand Prix
Rainbow Six
Rayman 1 & 2
Ready to Rumble Box.
Redline Racer
Resident Evil 1, 2 & 3
Resident Evil: Survivor
Resident Evil:Code Ver.
Revolt
Rippin Riders
Riven
Roadsters
Roller Coaster Tycoon
Rugrats

S
Sega Bass Fishing
Sega Rally 2
Seventh Cross
Shadowman
Shogun Total War
Shotuko Highway Battle
Silent Bomber
Silent Hill
Silver
Sim City 2000
Sims
Sin
Slave Zero
Soldier of Fortune
Sonic Adventure
Soul Calibur
Soul Fighter
Soul Reaver: LoK
South Park
South Park Rally
Special Ops
Speed Devil
Spyro 2: Ripto's Rage
Spyro the Dragon
Star Gladiator 2
Star Trek Armada
Star Trek Birth of Fed.
Star Wars: Phant. Men.
Star Wars: Yoda Stories
Star Wars: Force Com.
Star Wars: Jedi Pow.Bat.
Starlancer
Stranded Kids
Street Fighter Series
Super Mario Land 1 & 2
Super Speed Racing
Suzuki Alstare Ext. Rac.
Sword of the Berserk
Syndicate Wars
Syphon Filter 1 & 2

T
Tachyon: The Fringe
Tee Off Golf
Tekken 3
Tenchu
Test Drive Series
Tetris
The Pagemaster
The Sims
Theme Hospital
Theme Park
Theme Park World
Thrasher
Time Crisis
TNN Motorsports
Tokyo Extreme Racer
Tomb Raider 1,2,3 & 4
Tomorrow Never Dies
Tony Hawk's
Total Annihilation
Toukon Retsuden 4
Toy Commander
Toy Story 2
Trickstyle
Turok Series

U
UEFA Striker
Ultimate Soc. Man. 98
Urban Chaos

V
Vagrant Story
Vigilante 8 - 2nd Off.
Virtua Fightr 3tb
Virtua Striker 2
V-Rally 2

W
Wario Land 2
Warzone 2100
WCW Mayhem
Wild Metal
Worms Armageddon
Wu Tang:Taste the Pain
WWF Attitude
WWF Smackdown
WWF War Zone
WWF W'mania 2000

X
X - Files
Xena Warrior Princess

Z
Zelda
Zombie Revenge

THE ABOVE LIST IS JUST A SAMPLE OF WHAT'S ON OFFER

MOBILE PHONE ACCESS:
0700 5900 615

INTERNATIONAL ACCESS:
+44 (0)700 5900 020

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 098 173

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY

09066 098 003

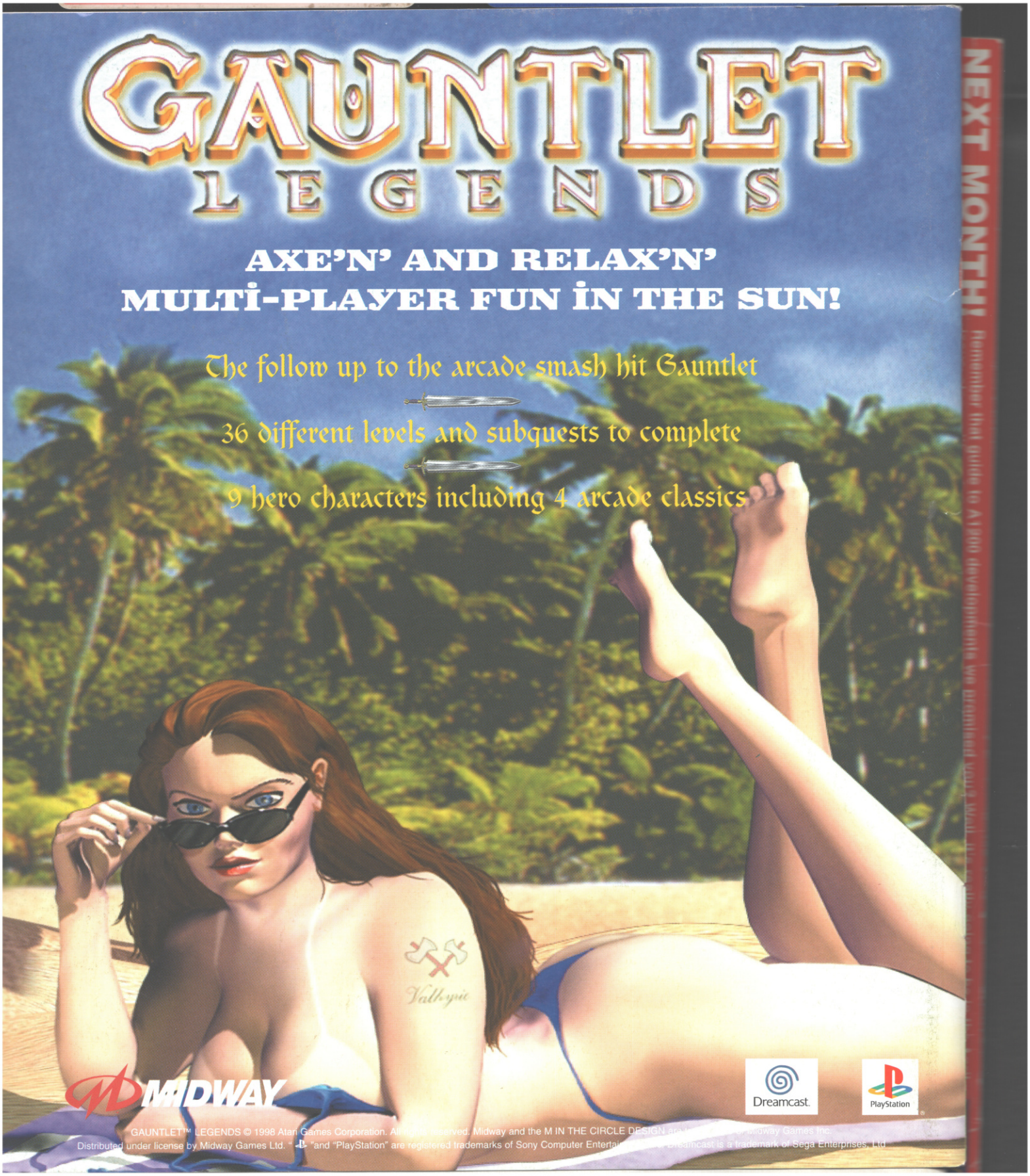
Calls to the above numbers cost 60p per minute

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP

DC - GBC - N64 - PC - PSX - PSX2 - SATURN

This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our **Customer Service: 08700 885 656**

Check out our new website at www.cheatsunlimited.com


GAUNTLET
LEGENDS
AXE'N' AND RELAX'N'
MULTI-PLAYER FUN IN THE SUN!
The follow up to the arcade smash hit Gauntlet
36 different levels and subquests to complete
9 hero characters including 4 arcade classics
NEXT MONTH!
MIDWAY
Dreamcast.
PlayStation
GAUNTLET™ LEGENDS © 1998 Atari Games Corporation.
Distributed under license by Midway Games Ltd.